











Sega, Genesis, Game Gear and Sega Sports are trademarks of SEGA. NHL is a registered trademark of the National Hackey League. Stanley Cup is a registered trademark of the National Hackey League. Team names and logos depicted are officially Licensed Trademarks of the National Hackey League. OrtHL 1995. NHLPA, National Hackey League Players' Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used under license by SEGA. O1995 SEGA. All rights reserved.





BATTLEMORPH™ This much-anticipated 3-D sequel to Cybermorph has a killer new twist. You can seek out new worlds underwater and underground. Available 1st quarter.



BRETT HULL HOCKEY™ With awesome digitized graphics and a real-time 3-D rink, you'll feel every slapshot, save and humiliating slam into the boards. Available 2nd quarter.



DRAGON'S LAIR® Dirk's back, only this time he'll be fighting dragons in your home. It'll take the Jaguar's raw 64-bit power to the max. Available 1st quarter.



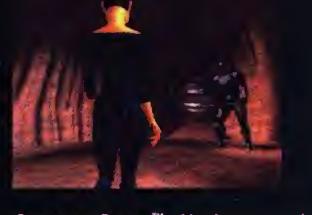
HIGHLANDER™ Based on the hit movies and TV series, Highlander will take your swordsmanship to the 64-blt level. Available 1st quarter.



ROBINSON'S REQUIEM™ Imprisoned on an alien planet, you either escape or die. You'll cover 3 miles of 3-D terrain as you fight off starvation, predators and insanity. Available 2nd quarter.



BLUE LIGHTNING™ You're in an F-18 battling a renegade general. Can you handle precision flying and stomach-wrenching dogfights or do you need your mother? Available 1st quarter.



CREATURE SHOCK™ You're on a mission to find the remains of a lost ship on the near-dead Planet Earth. 3-D graphics and eerie special effects add to the chills. Available 2nd quarter.

ATARI Game tips and hints: 1-900-73-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required, USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Jaguar CD, VLM, Virtual Light Machine, Battlemorph are trademarks or registered trademarks of Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. "Dragon's

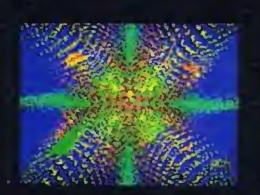
How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-megabyte monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.



Demolition Man[™] Get ready for an interactive adventure with live

the mos action footage of Stallone and Snipes. Now your sappy dreams of movie stardom can be a reality. Available 1st quarter. MULTIMEDIA SYSTEM

VIRTUAL LIGHT MACHINE™ Watch the beats of your CD's come to life in a pulsating collage of 65,000 mind-blowing colors. Or create your own cosmic light show at the touch of a button.

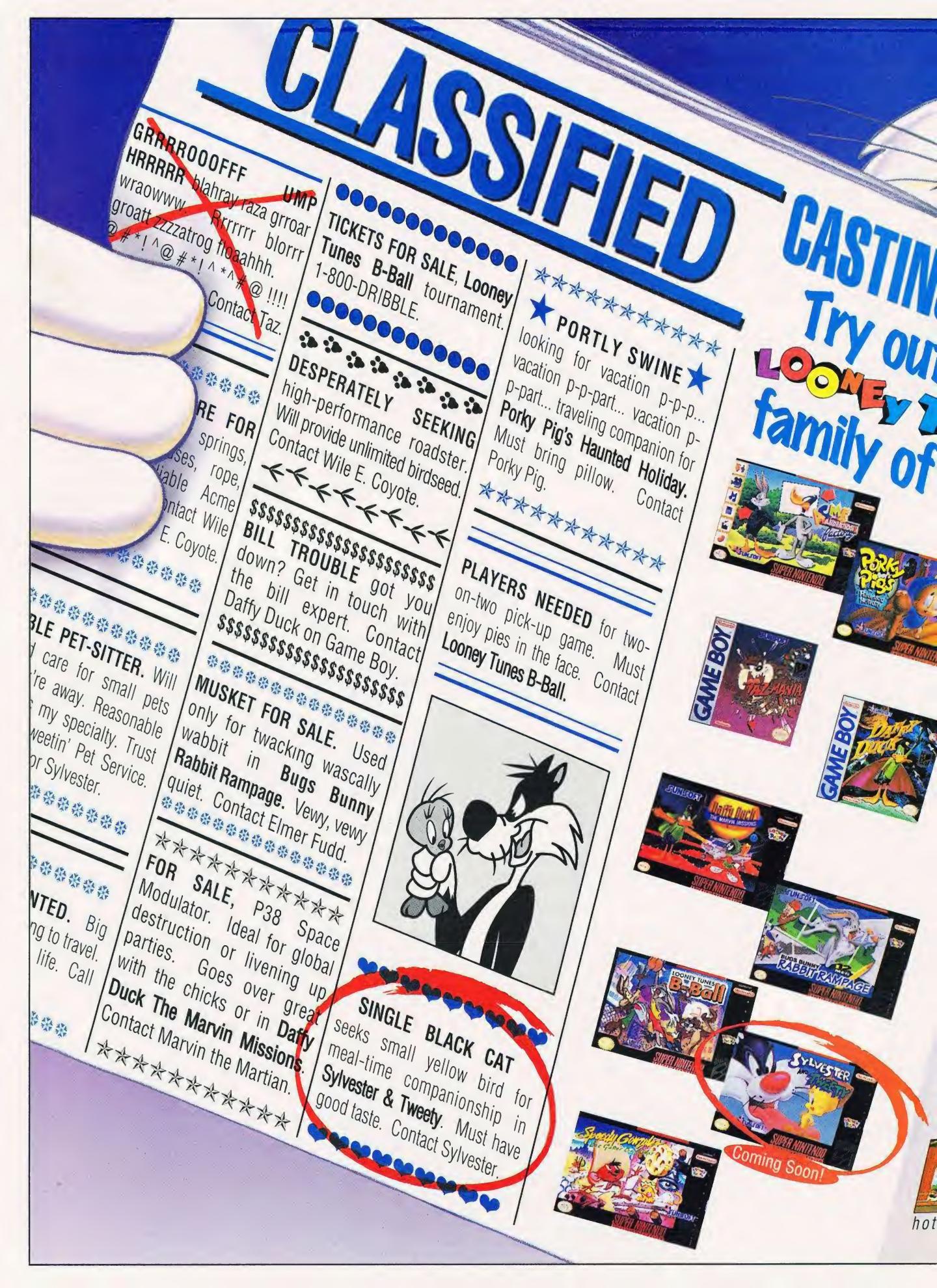


If our Interactive CD games don't rearrange your brain cells, the built-in Virtual Light Machine will. Throw on your favorite CD, and watch the music morph, contort, and pulsate in a psychedelic light

show your ex-hippie parents may even appreciate. So check out the new CD player for the Jaguar. It'll crank the torque up to nuclear proportions.



Lair" is a registered trademark of Bluth Group; @1994 Character design @1983 Don Bluth; all audio, visual and concepts - used under exclusive license of Epicenter Interactive Inc. Programming @1994 ReadySoft Inc. All right reserved. Brett Hull Hockey is a trademark of Accolade, Inc. and is officially licensed by Brett Hull and the National Hockey League Players Association, NHLPA is a trademark of the National Hockey League Players Association and is used under license by Accolade, Inc. Logo and name © 1994 NHLPA. Creature Shock is a trademark of Virgin Enterprises, Ltd. Photos ©1992 NASA/Victoria/Johanna/Photobank 1994. Highlander © 1994 Gaumont Television. "Highlander is the protected trademark of Gaumont Television." \$149 is Manufacturer's Suggested Retail Price for the Jaguar CD Player, Prices may vary.





Welcome to GAME PLAYERS



What a mess! My first full issue as Editor was a madhouse, as everyone scrambled to get their work done inbetween the

holidays and the Winter Consumer Electronics Show. We're lucky that we escaped with our sanity! At least some of it, anyway.

Speaking of CES, go on ahead and jump straight to our full report on page 37 — it's the closest you can get to the showfloor without a press badge. And you don't have to put up with any of those stale sales pitches!

But wait, that's not all! We've got tons more great stuff including brand-spankin' new reviews of NBA Jam: Tournament Edition and Jurassic Park 2, as well as sizzlin strategies for games like Ristar and NHL '95. Plus all the great columns and newsy bits that you love

us for. Oh, a quick tip of the hat to D.P. for his invaluable help. You saved our ass, man!

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a rating box or info box, for example, you know you're looking at a SNES game; DARK BLUE always signifies Genesis.

GENES1S



SNES

SEGA CD



GAME GEAR

GAME BOY



32X





EWS 10

All the news that fits, we print!

InfoTrak 10

What's hot and what's snot!

If we're playing it, you're gonna know about it, OK?

Juicy, juicy, juicy... hey, stop drooling on the page, will ya?!?

Starve those big machines with our quarter-saving diet plan!

Import Games 26

We think we're turning Japanese, we really think so!

We got the inside dope on all the new nuts-and-bolts stuff!

Mean Machines 18

They're meaner than a junk yard dog and twice as fast!!!

EADER'S SAY 118

All the news that fits, we print!

Reader's Network 124

You wrote 'em. Now you gotta read 'em!

Pushing the Envelope 126 Some really great art and a whole bunch of... cheese?

We tell you what we're gonna do and then we laugh.

You can pay us now or pay us later!

MEET THE TEAM

If you could be any video game character, which one would you be?



Chris 1'd be Plucky Duck, 'cuz he's not That's a stupid only cool, but he has a great management style!



Jeff question! Get the hell outa here! Where the hell's my coffee? I need my coffee!!!



POHE The Penguin. Yep, the Penguin, 'cuz he's such a stylish guy with those cool suits!



Mike 1 don't wanna be Ecco! The next guy who makes a fish joke gets a face full of fist! Got it?



TOR 1 wanna be Stimpy, 'cuz he's obviously the real smart one. Hey, are you laughing

at me?

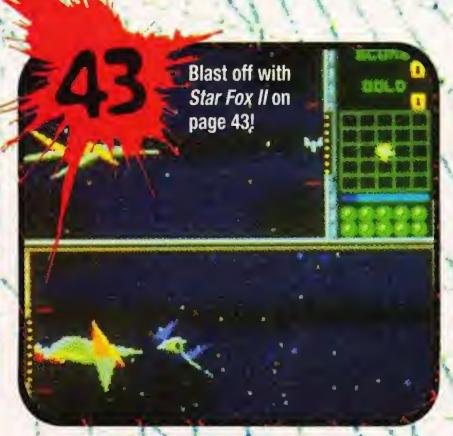


Vince 1'd be Kendo Coyote. 1 got a great headbutt! Here, I'll show ya! Hey! Hey, come back here!



It's that time of the year again! Check out the games you'll be playing in 1995!









GAME REVIEWS 49

These carts begged for mercy, but we just didn't give a damn!

Agro the	Acrobat 11 🕴 🦠	8
Bouncers	6	2
Itchy G	Scratchy 6	4
Jurassic	Park 11	
The Chac	os Continues 🦪	0
-Motocross	s 32X 5	7
NBA Jam		
Tourname	ent Edition 5	D
New Horz	zons 7	2
Ogre Bat	tle S	4
Pieces	6	7
Pitfall:		
The Maya	an Adventure 🕺 74	4
Ren G St	impy: Time Warp 5	2
	impy: Time Warp 5 f the Beast 11 . 5	
Shadow o	f the Beast 11 . So y with	
Shadow o Slam Cit Scottie F	f the Beast 11 So y with Pippen 60	5
Shadow o	f the Beast 11 So y with Pippen 60	6
Shadow o Slam Cit Scottie F The Flint The Shad	f the Beast 11 So y with Pippen 60 stones 60	6
Shadow of Slam City Scottie Fint The Shad WWF Raw	f the Beast 11 So y with Pippen 6 stones 6 ow 6	5 0 8
Shadow o Slam Cit Scottie F The Flint The Shad	f the Beast 11 So y with Pippen 6 stones 6 ow 6	5 0 8

STRATEGY & TACTICS 83

All the game carts scream 'Run away, run away!' when they see us coming!!!

Animaniacs	114
Donkey Kong Country	110
Doom 4	108
Earthworm Jim	109
Ecco 2:	
The Tides Of Time	109
	114
Jurassic Park	
Rampage Edition	700
***************************************	109
Landstälker	114
Marko 🔪 🐪	110
NHL '9\$	100
Pitfall	108
Ristar	-92
Samurai Shodown 109,	110
Snatcher \	86
Sonic G Knuckles	114
Super Punch-Out!!	104
The Lion King	108
X-Men	88
Young Merlin	114

SPORTS REVIEWS 76

Here's where we play hardball! Catch this action!

Michael Andretti's Indy Car Challenge		76
Tecmo Super Bowl 13 Special Edition		78
ESPN National Mockey Night	•	80

Now

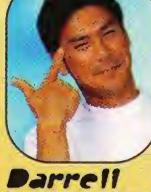
This into could cost you as much as 25 bucks. We just ask that you pay attention ...



Karie 1 gotta be Kitana, because she's quick and graceful, and she don't take no crap!



Vinny 1 wanna be Mickey Mantle! 1 don't care if he's not a game character! 1 wanna be Mickey!!!



1 wanna be Sonic! No, wait... 1 wanna be Knuckles! No, Sonic! Knuckles! Sonic! Arrrg!!!



Bill 1 wanna be the second tree from the left in Donkey Kong Country! Talk about your depth and pathos!



Slippy 1 want to be in Mortal Kombat 11, 'cuz 1 like to see people croak! Ribbit, ribbit, ribbit, ribbit!



nead-to-head battle with Virtua Fighter on page 401



Hey gang,
here's the
latest scoops,
hot off the
presses and
delivered to
you fresh,
just in time to
satisfy your
need to
know it all!

MORTAL KOMBAT MOVIE

have been demanding is almost here!
Mirroring the games' original stories,
the evil Shang Tsung is assembling the
tenth *Mortal Kombat* in the dark and
desolate Outworld, a tournament that
has belonged to the menacing Goro for
the last nine generations. If he wins
once more, the portal between Earth
and the Outworld opens and darkness



reigns for all eternity (not a very pleasant thought). Thankfully, Rayden the Thunder God has recruited three mortals to help save the Earth: Martial Arts Champion Liu Kang, Movie Star Johnny Cage, and Special Forces Agent Sonya Blade.

Joining the mortals is the beautiful Princess Kitana, who decides to claim her right to the throne of the Outworld and return it to the beautiful place that it once was. The rest of the characters from the first two *Mortal Kombat* games also make an appearance, but may not play a major role in the story.

New Line has assembled a top-notch cast and production team, so expectations are high. A preview trailer has been running in theaters for

a while now, and it's created quite a stir. Just

take a look at these pictures...



CAST LIST

Liu Kang (Robin Shou): National Forms Champion and star of many chinese films

Johnny Cage (Linden Ashby):

Wyatt Earp, Eight Seconds, Mr. and Mrs. Bridge

Sonya Blade (Bridgette Wilson): Last Action Hero

Rayden (Christopher Lambert):

Greystoke: The Legend of Tarzan, Fortress, Highlander

Shang Tsung (Cary-Hiroyuki
Tagawa): Rising Sun License To

Tagawa): Rising Sun, License To Kill, The Last Emperor

Kitana (Talisa Soto): The Doors, Mambo Kings, License To Kill Kano (Trevor Goddard): The

Commish, Dark Justice, Renegade

censors that he'll be nice. PRODUCTION

(Terminator 2, Dracula, The Shadow)

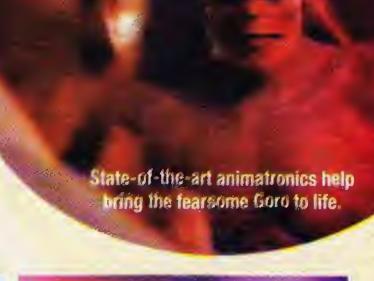
Computer Effects: R. Greenberg
Associates (Death Becomes Her, In
the Line of Fire)

Creature Effects: Tom Woodruff and Alec Gillis (Alien, Wolf)

Producer: Larry Kasanoff (Terminator 2, True Lies)

Director: Paul Anderson (Shopping - a British film)









The Inside Trak

We take a brief look at what the publishers are up to...

Argonaut

The U.K. based developer has just finished the long-awaited upgraded FX chip. The new chip, the FX 2, will be used in games like StarFox 2 and FX Fighter. The chip has been in development for some time and sources inside Argonaut claim an earlier version of the chip was ready for Stunt Race FX.

Playmates

Playmates Toys are currently crafting Earthworm Jim action figures for release in September or October. The figures, which will be unveiled at Toy Fair in May, will feature Jim, Evil the Cat and Professor Monkey-for-a-Head. Playmates believes the Earthworm Jim toy line will do incredibly well, despite the game's so-so holiday sales.

Universal Cartoon Studios

Also look for Earthworm Jim to hit your television in late September, courtesy of the newly formed Universal Cartoon Studios. The studio will work in conjunction with Shiny Entertainment to develop an Earthworm Jim Saturday morning cartoon. Could the wily worm be as big as the Teenage Mutant Ninja Turtles?

GTE AND NINTENDO TIE THE KNOT

Communications giant GTE and Nintendo have just inked a deal to codevelop titles for the SNES as well as the new Ultra 64 system. During a teleconference held just prior to the Winter CES,

Game Players got

online with Peter Main, VP of marketing for Nintendo, and Tom Casey, VP of marketing for GTE Interactive Media for the full scoop.

The first game from the pair is FX Fighter, a game designed to compete with Sega's Virtua Fighter. The game uses Argonaut's new FX2 chip, which also powers the new Star Fox 2. "The new FX2 chip is a secondgeneration process," Main says, "with all the incremental speed that implies. Coupled with a unique motion capture process, it delivers a very exciting and realistic real-time





40% complete... and looks it!

sion of FX Fighter was shown at CES. GTE and Nintendo shared the development costs for the game. "The stakes are going up in this arena," Main says. "But the payback is in seeing that type of breakthrough play value and overall gaming experience. It proves the kind of development that can be done if you have the creativity, the development resources, and especially the financial resources to put into it." Gaming certainly isn't the only arena that may get the Nintendo/GTE treatment. Although no announcement was made, it was obvious that an interactive gaming network similar to an online service or the Sega Channel was in the works. As Tom Casey put it, "We'll certainly explore possibilities in networking. We're watching a variety of developments very carefully. I don't believe at this junction that anything that's taking place has taken away the competitive edge." Main adds: "We're exploring any and all avenues of delivering content to users in a variety of fashions. This whole field is going to continue to see tremendous experimentation, and it will be available throughout the country."



The Inside Trak

Bullfrog and Iguana In an industry where good developers are hard to come by and great developers are near impossible, it's good to know you have a staff of well-trained code monkeys on your team. Take Acclaim, who just purchased Igauna — the same folks who did the arcade conversion of NBA Jam. Need another example? How about Electronic Arts, who just purchased Bullfrog, the creative minds behind the legendary Populous and the new PC hit, Magic Carpet. Good developers are in such high demand that even new start-ups like Seattle based Boss Games are already in heated discussions with Nintendo and Sony. What does this mean to you, the home player? Better games. With big name game companies looking to swallow up small development houses, more and more developers will work even harder to make their products shine.

Disney

The entertainment big-wheel has begun to develop and expand its already growing Disney Interactive division. Disney Software will concentrate on PC and cartridge games like the upcoming *Pocahontas*. In the past, Disney has licensed out titles like *Aladdin* and *Mickey Mouse*, co-producing them with Virgin and Capcom, respectively.

Hasbro

The toy giant has secured the rights to the *Mortal Kombat* movie for a full line of action figures and playsets. The action figures will stand 3 and 3/4 inches tall and come packed with all sorts of neat weapons. The playsets will resemble the movie sets and both will debut at the New York Toy Fair in May.

Sega's
latest planetary claim
refers to
the new

SEGASTAKES ITS
FLANTO-WEPUNE

all-in-one 32X/Genesis machine due to arrive this summer. It will be compatible with all existing Genesis and 32X software and peripherals, and will retail for just under \$200.





GAMETEK GETS DOWN 'N' DIRTY

The *Bloodstorm* license goes to GameTek for Sony Playstation, Saturn, and 32X. This busy little company has also stolen away Capcom Senior Vice President Joe Moreci and the company is rumored to be very close to becoming an Ultra 64 licensee.

COLOR GAME BOY! Er... well, kind of...

With all of the pre-CES hype focused on Ultra 64 and Virtual Boy, many predicted the impending demise of Nintendo's

first portable. As it turns out, the Game Boy looks to have at least another year of life left.

Nintendo's main plans focus on a wide array of colored "designer" Game Boys to help spark interest, followed by Donkey Kong Land, a scaleddown version of the mega-smash Donkey Kong Country. THQ also has big plans for GB, with a massive '95 software lineup that includes FIFA

International Soccer '95, FIFA International Soccer '96, PGA European Tour, PGA Tour III, Michael Jordan: Chaos in the Windy City, Shaq-Fu, Madden '96, NHL Hockey '95, NHL Hockey '96, Jungle Strike, Desert Strike, and Urban Strike.



get almost as many different Game Boys as you can Swatches!



Nintendo's

Donkey

Kong Land

will be the

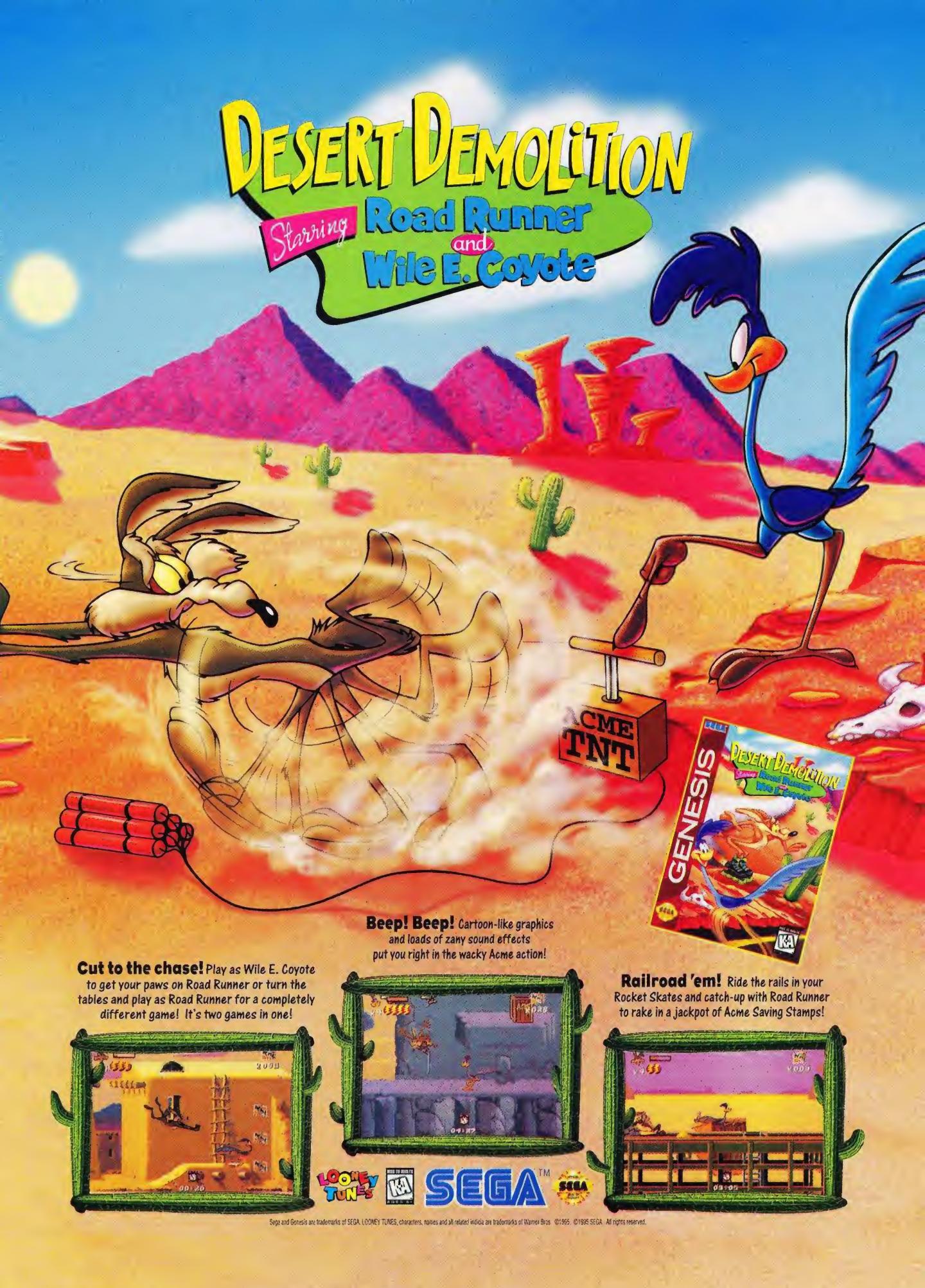
title for

Game Boy
in 1995,
followed by
a truckload
of games
from THQ
and others.

the HOT number

247.3

Average number of profanities cut out of any given issue of *Game*Players by the Production Editor!



WHEN YOU DIE,

IT'S NOT YOUR LIFE

THAT FLASHES

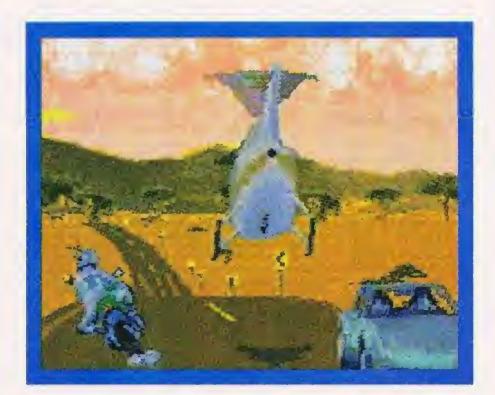
BEFORE YOUR EYES

IT'S A CATTLE PROD.

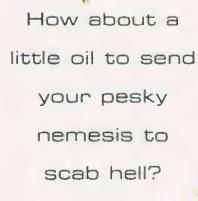


Why observe laws when you've got an all-time favorite like the club to solve your problems?

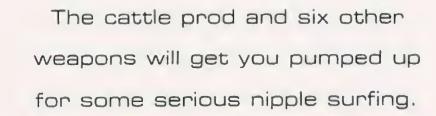
Ditch these cops and they'll take to the air in their helicopters, ready to bust your chain wielding butt.

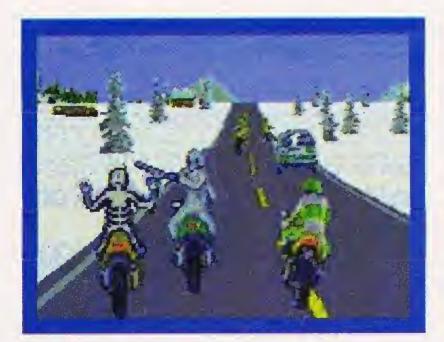






If you think
a couple of
punches to the
head blurs
vision, check
out the mace.







Terrorize seven international roadways and learn to say road pizza in the local tongue.











Boys, General and Processory Willy the are described by SEGA, STANE SEGA, An instrument

DIN-OP GRAZY

With a bag of company quarters in hand, Mike Salmon headed straight to the local arcade... OK! OK! So he stopped at a bar, but they had an arcade machine!

his is the only section of the magazine where we use the word 'splendiferously' every single month. Can you name another magazine that gives you that promise?

> Can't think of one, can you? Now that we've used the obligatory word, we can get down to some arcade goodness. MKIII promises to be the best MK yet, with more

gory glory than ever! But until MKIII makes its bloody way to an arcade near you, check out the prehistoric carnage of *Primal Rage!* With its new update that we're covering this month (psst! It's right down there), it's worth every quarter you plug into it.

So until our quarter-munchin' paths cross again, kill for quarters, and then plead insanity. It always works! (Put that knife down! I was joking!)

Good times with some righteous new moves!



Chaos — Air-activated ground shaker.



Diablo 'Infernal'



Sauron — Air-activated earthquake stomp.



'Rage' style.

Primal Rage.

his is the first in a series

of planned updates for Time Warner

Interactive's dino-brawler, and the

natives. This update also tweaks some of the

The Primal Rage update is nothing but

character damages to further balance the

game and allows players to use familiar

good for gamers and arcades, 'cuz Time

Better get some more quarters and see if you can hang with the new and improved

Warner is putting the thing in free of charge.

button moves as well as the original

updates are in machines now! This update adds a new finishing move for each character, adds more gore for each finishing move, and gives extra health for chomping on the

Check out these new finishers!





Blizzard 'Redemption'









Vertigo — Air-teleport.

VIEAN NACHINES

Forging ahead into the next generation, this month Garne Players doubles the Mean Machine space, expands its coverage, and adds CD-i!

System: 3D0 • **Publisher: Digital Pictures •** Developer: Digital Pictures • \$60.00 • now available

he one big problem shared by most games with live video is that watching video is the exact opposite of a gaming experience. There's no way to get involved other than sit there, except maybe punch a button every now and then to keep the story moving.



Like nearly all **Digital Pictures** games, this one comes with a lengthy prologue - your teacher, Master Kai, faces down the evil Fang Tu.

However, with a couple of its latest titles, Digital Pictures may be inching towards a format that actually uses video in a way that works as a game. I'm not saying it's one hundred percent there yet, but it's certainly getting closer.



It all has to do with some kind of mystic mask, and Fang Tu is willing to slaughter whole villages to get it - nice guy, huh?

Supreme Warrior is a first person fighting game. Your character hovers in the foreground, and as your opponent comes at you, you watch how he or she moves, then respond with the correct set of moves, blocks, and countermoves. At lower difficulty levels, there are markers at the edges of the screen to show you which move to use.

The video was shot at the Shaw Brothers studios in Hong Kong, and if you watch a lot of kung-fu movies, you may even recognize some of the actors. As a game, it pulls you in pretty quickly. There's almost no delay as it switches from video clip to video clip, so the pace never lags. The only big drawback is that the move system is kind of complicated and not easy to get used to.



Those are your arms in the foreground, ready to block, move and counterattack. It's a variation on the usual action-reaction game, but it works surprisingly well.

In the end though, the game suffers from another problem that plagues a lot of live video games — limited amounts of footage. There are a few odd surprises packed in, but in general, after you've fought a character a few times, you've seen most of what he or she is going to throw at you, and watching the same scenes over and over isn't any fun either. To be fair, a lot of games that don't use live video have this problem too, but somehow, when it's 'real' people, it bothers you more.

Still, it works OK on its own terms, and it does leave you wondering what Digital Pictures is up to next.

There's a wide variety of enemies, each more colorful than the last, and you can play them in any order.



Each one gives up a secret power — figuring out which power works best against what opponent is half the battle.

GP RATING 80%

GENRE	fighting
PLAYERS	1
LEVELS	12
DIFFICULTY	not easy
SAVE FEATURE	after each fight
MEGS	CD

Family Feud

System: 3D0 • Publisher: GameTek • Developer: Eurocom • \$60.00 • now available

ntil recently (with the release of Brutal, among others), this was how GameTek made most of its money translating popular TV game shows to video game platforms. So, it's fair to say it does it better than anyone else.



Here they are, the (insert name of family here). You've got four families to choose from, each from a distinct ethnic background. It's a nice touch really.

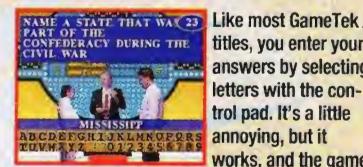


The game follows the TV game show very closely, from the target round all the way up to big money.

Family Feud is certainly no exception. It looks, plays, and sounds almost exactly like the TV show. You can choose from four ethnically diverse families, and compete for everything right on up to the Big Money.

Like every other GameTek game show, you enter your answers by using the controller to move a cursor around on a screen keyboard. It's a little bit cumbersome, but the game's artificial intelligence is pretty good about recognizing alternate answers and even minor misspellings.

The game depends almost entirely on whether or not you like Family Feud, the TV game show — almost. The fact is, with a bunch of friends, it's a lot of fun, even if you've never watched the show at all.



titles, you enter your answers by selecting letters with the control pad. It's a little annoying, but it works, and the game

is good about recognizing minor misspellings.

GP RATING 780

GENRE	game show
PLAYERS	1 to 4
LEVELS	n/a
DIFFICULTY	easy
SAVE FEATURE	none
MEGS	CD

Station nvasion

System: 3D0 •

Publisher: 3DO Kids Club •

Developer: 3D0 • \$60.00 • now available

he premise here is that a group of overachieving kids have taken over a TV station, and are producing shows of their own — shows with names like 'What's That Smell', and 'I'm Grounded'. However, the game itself has nothing to do with running a TV station.



In between rounds, commentary is provided by 'Entertain Us Tonight.' The girl they've gotten to host the show is a scary dead-ringer for 'Entertainment Tonight's' everperky Mary Hart.

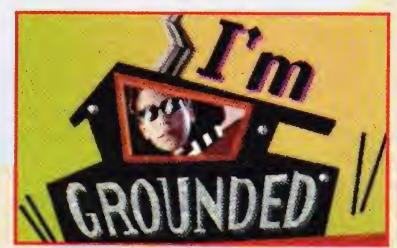
Instead, what the players do is compete in a series of puzzle games to earn 'ratings points' and put their show at the top of the heap. Since this is aimed at very young players, the puzzles are things like deciding which animal is a reptile, which



After each round of play, 'rating points' are awarded, and a clip from one of the shows is played.

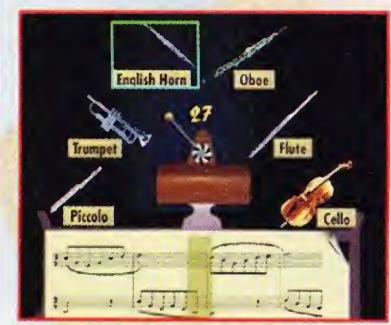
word is a noun, and so on. At the end of each round of play, a winner is determined for the ratings week, and a clip is played from one of the shows.

In both structure and style, this bears a strong resemblance to Twisted, an oddball game show game that came out last year for 3DO. Like Twisted, Station Invasion is pretty



At the start of the game, each player chooses a show to produce — 'Mysteries Shmysteries' or 'Sundaes of our Lives' for example.

funny to start with, then gets kind of dull as you run through everything the disk has to show you for the umpteenth time. Still, it should hold the attention of a good sized group of kids for any number of rainy afternoons, and that may be all you need out of it.



You don't have to know anything about TV production though. The game itself is a series of relatively simple puzzle games — 'which animal is a mammal,' 'which instrument is a tuba' sort of things.

GP RATING 75%

GENRE

LEVELS

MEGS

puzzle **PLAYERS** 1 to 6 n/a **DIFFICULTY** easy **SAVE FEATURE** none

CD



Here it is, the cult Neo Geo hit. Every fighter from around the world is here, and they've all brought their blades and their bag of special effects — if you can pull off the moves with a 3DO joypad that is.

System: 3D0 • Publisher: JVC • Developer: SNK/JVC • \$60.00 • now available

his cult arcade hit for Neo • Geo has finally hit the home systems with versions for SNES, Genesis, and soon, Sega CD. It's not without its problems, but without a doubt, the 3DO version is the best of them.

This is nearly arcade perfect. Every flashing blade is here, and it even zooms in and out to keep both players on screen like the Neo•Geo version. In fact, if you put the

two side by side and looked at them, you'd be hard pressed to tell which was which.

Until you started playing them anyway. This version does have two major drawbacks - one, as with Super Street Fighter II Turbo, you're going to find that the 3DO control pad just isn't cut out for high speed fighting game moves. In fact, the problem is worse here, because with SSFIIT, the really complicated 'super' moves just don't come up that often, whereas with Shodown, almost every charac-





The translation is nearly arcade perfect. Notice how the screen zooms in and out to keep both players in view.



On the down side, there is a lengthy wait while the game loads each round. If you can get past this though, it's the best version for the money around.

ter has some bizarre control pad swing right from the start.

Second, there's a pretty lengthy access time just before the fight starts. As with the Sega CD version of Mortal Kombat, this kinda works against the spirit of action and excitement. However, once you get used to it, if you can get used to it, this is still the best version of this game around — face it, a disk for fifty bucks is a heck of a lot better deal than a big-ass cart for two hundred.

GP RATING 3720

GENRE	fighting
PLAYERS	1 or 2
LEVELS	13
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	CD

Rebel Assault



System: 3D0 •
Publisher: JVC •
Developer: SNK/JVC •
\$60.00 • now available

here's no point in wasting a lot of space here. Rebel Assault is one of those games you either love or hate. Yeah, I know it's got a lot of digitized Star Wars video, plus a lot of music from the movies and some pretty impressive 3-D rendered footage — I admit, it does look nice, and on 3DO, it looks even better.

But if you take away all the bells and



Rebel Assault's biggest strength lies in the Bells and Whistles department. Lots of digitized footage and 3-D rendered graphics make for one attractive package.



Still, everyone keeps buying it, no matter what system it's on. Be the first one on your block to shell out for the 3DO version.

whistles, at its core it's still just a so-so shooter
— twelve levels of way-too-easy, mixed in
with one or two levels of way-too-hard. It's a



On the other hand, at its heart, the game is only so-so. It's not bad exactly, but this has to be one of the year's most overhyped and overrated titles.

multimedia title that's more media than game, yet it keeps selling like hotcakes, so they must be doing something right. Go figure.

GPRATING 70%

GENRE	shooter
PLAYERS	1
LEVELS	16
DIFFICULTY	moderate
SAVE FEATURE	none
MEGS	CD

20012

System: Jaguar • Publisher: Atari •

Developer: Imagitec Design • \$59.99 • now available

he original *Zool* was one of the most underrated titles of last year. Sure, it was your usual side-scrolling action, but was extremely well made, devilishly clever, and a serious challenge. It wasn't groundbreaking by any stretch, but it deserved to do better than it did, and if

SE 38035

BI 101 115

Some stretches of

some stretches of the game are tougher than others, and it makes you sort of wonder who this game is aimed at — cute enough for young folk, but challenging enough for an adult.

SE 20,50 HI 101115

Go little guy! Sure, the game is kind of cute and maybe not for everyone, but it's a heckuva challenge, and plays well.

the character had just had better name recognition, it might have.

Zool 2 is more of the same, and if possible, even better. The super-deformed elf ninja is back, and this time you can choose to play as a female ninja if gender bias is getting you down. True, as with the original Zool, there's really nothing you haven't seen before, but that's the only reason it isn't rated higher overall.

Granted, it's a little too colorful and cute to appeal to

everyone, and it can't escape a certain frustration factor at times, but it's well crafted and achieves its own modest goals. Not bad at all.



You can even choose to be a tiny elven female ninja this time around. Hey, gotta get your kicks somehow...

GP RATING 78%

GENRE	action
PLAYERS	1 or 2
LEVELS	12
DIFFICULTY	medium
DIFFICULTY SAVE FEATURE	medium none

NFL Hall of Fame Football

System: 3D0 •
Publisher: Mindscape •
Developer: Cryo •
\$59.99 • now available

his is not a great football game, but it is a great football package. In addition to the football 'simulation,' you get the entire NFL Hall of Fame on disk.

The amount of information here is incredible. You can search for and find every Hall of Famer, either by name or by the position he played. Included is a shot of the player's plaque from the Hall, his career stats, and even highlight footage is thrown in for most (although not all) players.



The action is a little sluggish, but not unacceptably so. As a complete package, you can't beat it for a die-hard football fan.



The disk includes an impressive amount of information from the NFL Hall of Fame — career stats, even highlight footage.

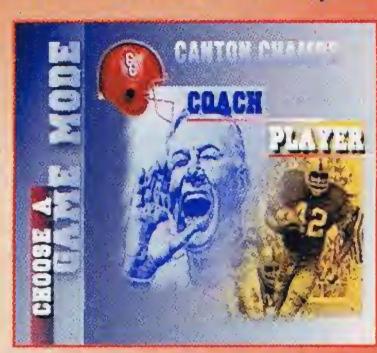
When you're finished in the Hall, you're ready to play. After putting together your team from some of football's all-time greats, you can choose to play as either a player or coach.

In coach mode you simply call the plays and let the team do their best. In player mode you actually control the players.

As a game — well, it's no Madden buster. The action is a little slow, but it's not the worst we've seen. The only major problem is that there's just one passing window, and you have to cycle

through available receivers using just one passing window.

But, for the out-and-out football fanatic who happens to own a CD-I, this is one title he or she would love to have in their library.



You can play as either a coach — call the plays and let the team fight it out — or a player, which runs like most football sims, except there's only one passing window.

GP RATING 7000

GENRE	sports
PLAYERS	1 or 2
LEVELS	n/a
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	CD

He can bounce and he can

Beats me.

glide, but with levels this big, he really needs to be able to morph through walls and teleport — just where is he going half the time anyway?

Bubsy in Fractured Furry Tales

System: Jaguar • Publisher: Atari •

Developer: Imagitec Design • \$59.99 • now available

n the other hand, here's a title that shows why side-scrollers are dying a slow, painful death. The *Bubsy* series has always managed to combine nice graphics



Hey, look at me! I'm dat crazy bobcat, back to grab more marbles for no reason at all.



and humor with dreadful level design and only the vaguest of motivations for continuing to play.

There's really no point in even discussing the storyline. It doesn't matter. All you're going to do, through the game's six levels, is jump around, collecting marbles, and trying to get to the end. There's nothing hidden (except caves with more marbles), and while the levels are big, they're pointless—so large, you don't know where you're going half the time, or why you'd want to go there. To call this game frustrating is to give frustrating games a bad name. It just goes to show you that some endangered species deserve to be extinct.

The best part of the game, really, is watching Bubsy die.

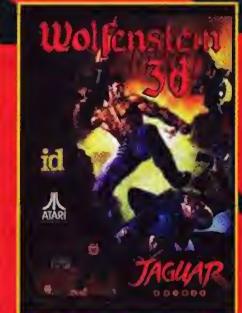


GP RATING 45%

GENRE	action
PLAYERS	1 or 2
LEVELS	6
DIFFICULTY	tough
SAVE FEATURE	none
MEGS	32







Choose One!

FREGANE

FREE GAME CONTROLLER!

Buy a 64-Bit Atari Jaguar with Cybermorph (J-8001) and get one of these **HOT Jaguar Game Cartridges** and a Game Controller FREE!





GAME CONTROLLER OFFER

Get a FREE game cartridge and a free extra game controller!

Game value (\$59,99). Game controller value (\$24.99). Receive by mail when you buy a Jaguar™ with Cybermorph (J-8001) video game system. Mail this coupon, Jaguar™ video game system proof-of-purchase and storereceipt dated January 16, 1995 - May 3, 1995 to:

Jaguar Free Game and **Game Controller Offer Atari Corporation**

P.O. Box 61657 Sunnyvale, CA 94089-1657

Proof-of-purchase (UPC Symbol) and original store receipt dated 1-16-95 through 5-3-95 must accompany this coupon (no facsimiles accepted) to receive free game and controller. Offer runs through 5-3-95 or while supplies last (coupons must be postmarked by 5-17-95). Atarl reserves the right to substitute a game cartridge of equal value if necessary. Offer only available in USA. Void where prohibited. Please allow 2 to 6 weeks for delivery.

© 1994 Atarl Corporation. All rights reserved.

FREE GAME and

Address City State Zip Code

See Store Manager for Additional Coupons

Store Name & Location

Indicate your choice below for the following games: (Indicate first choice with a 1, and second choice with a 2)

____ Tempest 2000"

Name (please print)

_ Wolfenstein 3d™

Phone

HURRY! OFFER EXPIRES MAY 3, 1995!



Made in the U.S.A.

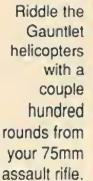
of domestic and imported components.



If you don't like the city you're in, use your rocket launcher to level it.

WARISHELL

unless you're in a 40-ft. robot with a rocket launcher (then it's kinda cool)





No wonder people hate war. You spend



more than a wimpy
rifle and a bad
haircut. Luckily.
when you play Iron Soldier on
the 64-bit Atari Jaguar, you're
not the average grunt.

assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of

You're the most awesome

battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missle to level entire city blocks. Forget about

mechanical soldiers. Your

damage begin.

giving peace a chance. Climb into an

Iron Soldier and let the property

When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.





The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



The scenery may change, but your objective won't. Destroy the enemy.





Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Iron Soldier and the Iron Soldier logo are trademarks or registered trademarks of Atari Corporation. Actual screens may vary. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

Last month we put our stamp of approval on the XBAND modem and network.
This month we're going to show you why. So plug in, get online and let's get gaming!!!

ver since the XBAND network officially went online in late November, Genesis gamers have let their fingers do the talking against challengers from around the country. With the simple attachment of the XBAND modem, a cart that's supported by the network, and a phone cord you can have access to players from coast to coast.

Once

KBAND

Price: \$69.95 • now available

XBAND's simple interface and design cross a scaled-down version of the information superhighway with a graphic-intensive, MTV-style presentation. Not only does the modem put you head-to-head with others who are interested in playing the same game you've got plugged in, but it also allows you to send and receive mail and check up on the latest gaming and XBAND news. Join me as we take a deeper look into this thing called XBAND...



Don't worry about being commonplace. There are plenty of characters to choose from and each is available in a wide range of colors.

Please Sign In Tonight's mystery guest is...

Your first duty as an XBAND user is to establish your persona. That starts with selecting a code name for yourself, then choosing an appropriate character from a library of 40 images. Round out your alter ego by typing in a taunt and some personal info that lets others know a bit about your hobbies or interests. You can also make up a password to keep your friends or relatives out of your business.

At press time, the monthly fee was \$7.95 for 32 XBAND credits (you use a credit each time you connect with the network to do things like check your mail or send out a challenge). Each credit beyond the 32 provided adds an additional 25 cents to your bill.



Your personal info serves as your first impression when others look you up. It can be funny, serious, or just plain bizarre depending on which side of your personality you want to reveal.

En Carde! Finish Kimi!

XBAND's highlight is the challenge feature. By registering your challenge with the network, XBAND searches out a local or long-distance opponent (depending on your account) that is looking to play the same cartridge you have plugged into your modem. Occasionally the search comes up empty after a ten minute wait, but during prime playing hours there is no wait at all. Your best chances of finding a foe without much delay are roughly between three pm and nine in the evening.

Once you've been paired up, the game proceeds just as if your challenger was sitting next to you playing a two-player game. Once the match concludes you have the option to play again, quit, or chat with your rival. You may also add him or her to your player list, which serves as an address book of sorts. It allows you to access player info or directly challenge one of the players listed on the net.

The XBAND network also conveniently keeps track of your win-loss record for each game you've played over the phone lines. Players can earn better titles with the more points they earn — for example, progressing from 'Court Jester' to 'Brick Thrower' in NBA Jam — and several top

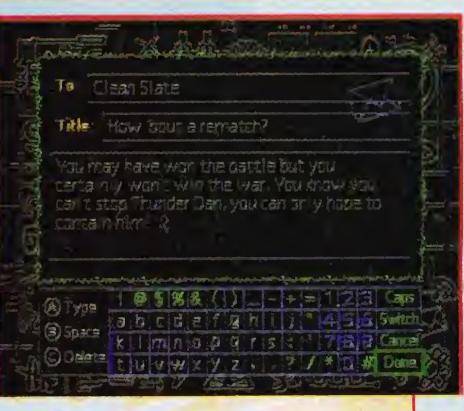
ready for action!

ten lists are published on the XBAND news pages throughout the week. Additional games against the same person following an original challenge do not count toward your stats, and neither do games arranged through a player list.



Whether you're looking to meet someone new or you just want to rub in your victory, press Up, Up, Down when the 'Play Again' screen appears to chat.

The mail system's a breeze to use. The only drawback is the length of time it takes a beginner to master the keyboard.



The X-Mail **Experience** Please, Mr. Postman...

X-Mail lets you get a taste of the e-mail craze that's sweeping the computer world by using your SNES or Genesis and the XBAND. Connecting to the X-Mail area of

the network allows you to send and receive private messages to other XBAND owners. The area also has two daily newsletters, XBAND News and BANDWIDTH, which are downloaded to your modem when you check your mail or register for a challenge. XBAND News keeps you up to date with the latest happenings on the network, including updated peak playing times and top ten lists. BANDWIDTH features bits of video games, music, and sports news — most of the information is timely and should help to keep gamers aware of what's going on.

The Fine Print What you need to know!

phone bill just as long distance calls do.

At press time, the one-time setup charge for an new account was \$4.95 and the monthly fee was \$7.95 for 32 XBAND credits (you use a

credit each time you connect with the network to do things like check your mail or send out a challenge). Each credit you use beyond the 32 provided adds an additional 25 cents to your bill. But the network's designed so that once you connect with someone for one credit you can play him or her as many times as you'd like with no additional charge.

Parents can place a series of restrictions on the account to insure that homework gets done. Limitations on hours of play can be set to allow access between, for example, the hours of 7 pm to 9 pm on Fridays and Saturdays. XBAND separates Fridays and Saturdays from 'school nights' to make it possible for parents to be more specific with their time restrictions. Parents can also establish a spending cap on credits to keep the XBAND bill from forcing bankruptcy.

Other selections determine whether or not you want to filter any profanity that may come your way in an X-Mail and whether XBAND searches the local calling area or looks over long distance phone lines. Long distance modem calls appear on your



Since time flies when you're online, account restrictions serve to limit the XBAND play to a sensible number or hours.

KBANDing Library Are you k-partenced?

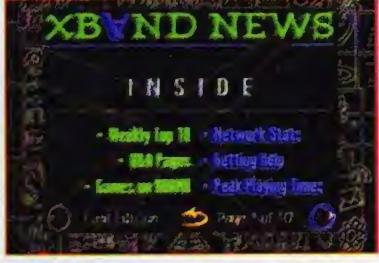
The following games are currently supported on the XBAND network. Look for more to be added as popularity warrants.

NHL '95 Madden NFL '95 NBA Live '95

Super Street Fighter II NBA Jam Mortal Kombat Mortal Kombat II

GP RATING





XBAND News keeps you up to date with top ten lists for each game supported, peak playing times for each game, and any info about upcoming tournaments or events.

ADVERTISEMENT

Express Games Service

55

44

SNES

Alladin

Andre Agassi

Art of Fighting

Firestriker

Jungle Book

Lion King

Meteroid

NBA Jam

Secrets of Mana

Simpsons Virtual

Bart's Nightmare

Slam Masser

60

62

38

Hook

VISA & MASTERCARD ORDERS! CALL (608) 524-8884



40

39

62

62

54

62

50

60

52

£ 54 Star Wars Adams Fmly Values Street Fighter II 60 Aero Biz Super Speed Racer Adve. 38 Aero the Acrobat Super Baseball 52 Acro Figuers

Super Godrilla

Super Punch Out

Super Rin. of the Jedl

Super Street Fighter

Barkley Shut Up & Jam Tecmo NBA Baskerball 42 42 Bul. Tood v Dbl Dryn 42 T-2 the Movie 42 Boxing Legends Ultima/ False Prophet 58 Bulls v. Blazers 58 Ultima Ruins Vir. Champion World Soccer 50 54 Unsouchables Choplifter III 44 Voriex Demolition Man 56 Wizardry 5 Donkey Kong Country 64 38 Wizard of Oz 56 Double Dragon V 52 World Heroes Dragon: Bruce Lee World Heroes II Dragons Lair 40 Young Merlin 58 59 Earthworm Jim Zelda III 58 EEK the Cat Eve of the Beholder 58 64 Final Fantasy III SEGA GENISIS 52 G.F. KO Boxine 38 Adams Fmly Values 56 38 Acro Biz 49 Illusion/ Gaia 60 Aladdin Incredible Hulk 53 Battleship 46 John Modden '95 54 Boogerman Bulls v. Blazers 38 56 Championship World Soccer 50 Jurassic Park 50 Double Dragon 5 56 Jurassie Park II 56 56 60 Dragon: Bruce Lee Knights of the Round 59 Earthworm Jim Liberry or Death 56 54 ESPN Baseball 42 Maximum Carnange 64 Fasal Fury FIFA Inst. Soccer 51 50 Mega Man X 38 Holyfield Boring 60 38 59 Hook Might & Magic III Incredible Hulk 53 Mortal Kombat 55 55 54 Mortal Kombat 2 Joe Montana 94 John Madden '95 Mystical Ninja 60 Jungle Book 48 Jurassic Park NHL Hockey '94 50 Jurussic Park Rmpg. edition NHL Stanley Cup LaRussa Baseball 42 Ninja Turtles 4 59 Nobunaga's Ambition 50 Lion King 64 Operation Europe Maximum Camase 60 55 Mega Man Wily War Out of This World 38 59 Might & Magic III 60 Paladin's Quest Monal Kombai 55 Peacekeepers 62 69 62 Mortal Kombat 2 Power Rangers 55 48 NBA Action '94 Prince of Persia NBA Jam 54 44 Riddick Bowe

NHL '94

NHL '95

F-117 Night Storm

Operation Europe

Pirases of Dark Waser 42 Power Mongor 48 Prince of Persia RBI '94 58 48 Simpsons Virtual 62 Speed Rocer Chige 56 43 Sonic Spinball 58 Sonic the Headgehog 3 58 Sonic & Knuckles 46 Spiderman X-Men 62 Super Baseball 68 Super Star Fighter The Punisher 54 Urban Strike Virtua Racing VR 78 World Champ, Soccer 2 48 World Heroes 45 X-Men Zero Tolerance

ORDER TWO GAMES GET MADDEN '94 FOR \$38.00!

•• SPORTS SPECIAL!! ••

MADDEN '94 AND WWF ROYAL RUMBLE \$85.00! (OR Madden & TECMO NBA)

*Allow 21 days for checks to clear. NO C.O.D.'s. MONEY ORDERS SAME AS CASH! S & H \$3.00 / 3 items, \$3.00 + \$1.50 each > 3.

Mail Orders to: Express Games Service P.O. Box 205 Reedsburg, WI 53959

**WI residents add 5% sales tax + 1/2% county tax if applicable.

CALL FOR A COMPLETE LISTING TODAY! CALL ANY TIME! Price and availability subject to change.

Defectives replaced with same title.



As a struggling fortune writer, Mike Salmon penned precise predictions like, 'Stale cookie will lodge in throat and cause asphyxiation' — but sadly, nobody wanted the truth!

ey, do you guys want to keep hearing about one or two 16-bit Japanese games or do you want to see sizzling screen shots for all the latest and greatest next generation games that are gonna be coming our way soon? Well, since you weren't here, we decided you wanted to catch a glimpse of the future.

Therefore, if the future of gaming is of interest to you, Rising Fun is the place to see it all — the Sega

> Saturn, the Sony Playstation, as well as the hottest stuff for the Super Famicom, and the Mega Drive. We like to think of this column as a little piece of Japan, right here in the States!



The Saturn defies skeptics and

flies off shelves!

The 32X is cool, but the Saturn is where the real action is! The machine's record breaking

launch is looking to keep Sega near the top. Many skeptics said the Saturn wasn't ready and needed more time. Try telling that to the 200,000 plus people who waited in line to get their hands on one the day it was

released! The arcade smash translation Virtua Fighter got the ball rolling, with games like Panzer Dragoon, Daytona USA, Neo

Neo Hydlide is a first person adventure that looks great! But how does it play?

Hydlide, Ryglord Saga, Victory Goal, Mansion of Hidden Souls II, Wan Chai Connection, Gotha, and Greatest Nine poised to strengthen the Saturn library. All this just fur-

thers my

> belief that the US launch will make '95 the biggest year ever in gaming!

Wan Chai Connection is a

gore-filled espionage game that uses too many video sequences for my liking. But this guy bleeds real cool, so maybe the video sequences won't just get in the way!



Having an RPG like Ryglord Saga is sure to entice many RPG fanatics into buying a Saturn.



Greatest Nine is a good

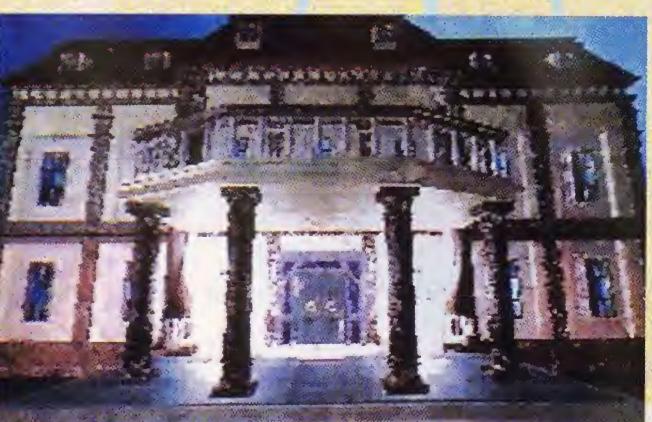
looking baseball game that makes sports fans, like myself, droof with anticipation. It's just like being in the ballpark.



Victory Goal is a sharp looking soccer game. Will gamers prefer it to Electronic Art's FIFA for 3DO?

Mansion Of Hidden Souls II, the sequel to the original horror game, promises more puzzles and many more colors.







On December 3rd, 100,000 Playstations were shipped to stores across Japan and sold for 37,000 Yen (\$300). The launch was very successful, even if it didn't quite match that of the Sega Saturn, two weeks earlier. The games available for the Playstation are Ridge Racer (incredible!), Ultimate Parodius Deluxe, Crime

Powerful Family, Mahjong Station Mazin', Tama, Smiley Policewoman, Twinbee Puzzle, Motor Toon GP, King's Field, Toshinden (look out, Virtua Fighter!), and Boxer's Road.

The Playstation looks great right down to the sleek black CD's, memory

cards, and

Evolution is a Sim City-style urban development game that is sure to keep city planners busy for hours.

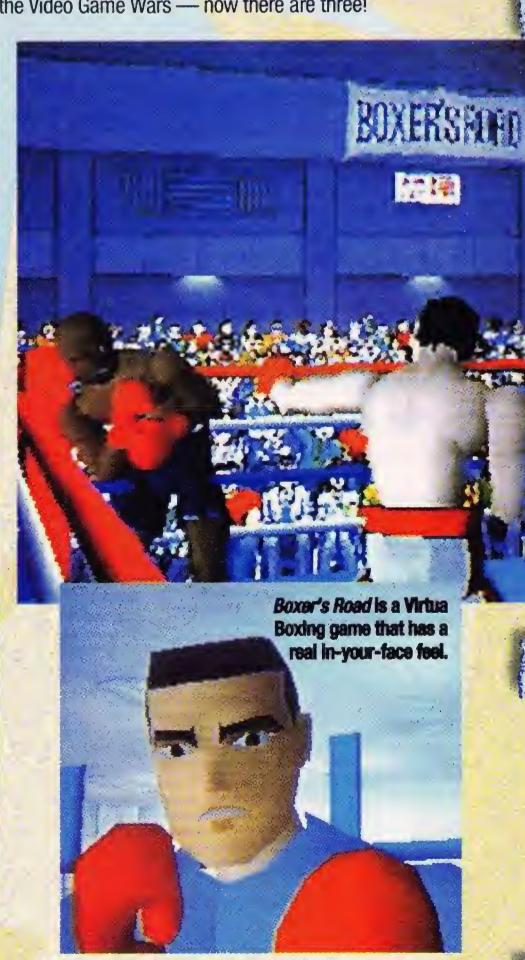
Sony a legitimate contender in the Video Game Wars — now there are three!



power of the Playstation!



Motor Toon Grand Prix is the cartoon racing game with such fluid animation that even good ol' Uncle Walt would applaud, if he weren't frozen.



Truly Terrific Top Tens!

Friends, we are gathered here to observe, monitor and otherwise check out what games are burning up the charts here and overseas, but keep your eyes peeled for a major change here in the near future!

SOFTWARE ETC'S TOP TEN LIST

based on unit sales for December (all formats)

	GAME .	SCORE	REVIEW	SYSTEM	PUBLISHER
1	Donkey Kong Country	93%	7,#11	SNES	Nintendo
2	Madden NFL '95	98%	7,#10	Genesis	Electronic Arts
3	NBA Live '95	89%	8,#2	Genesis	Electronic Arts
4	Sonic & Knuckles	95%	7,#11	Genesis	Sega
5	Madden NFL '95	93%	7,#11	SNES	Electronic Arts
#	NBA Live '95	97%	7,#12	SNES	Electronic Arts
7	Star Wars Arcade	88%	7,#12	32X	Sega
	Doom	n/a	7#12	32X	Sega
9	NHL Hockey '95	95%	7,#11	Genesis	Electronic Arts
10	NFL Football '95	88%	8,#1	Genesis	Sega

Do wah diddy, diddy dum, Diddy Kong! The little gorilla and his more famous relative are on top again! The big ape has come a long way from his debut way back in the Dark Ages of video gaming. Remember those days? There were only three or four video games in existence at the time and *DK* was certainly the best looking one of the bunch! Anyway... those 32X games are certainly holding their own, but we still want to know what the

hell happened to *Mortal Kombat II!* Its disappearance is kinda weird, huh?

BABBAGE'S TOP TEN LIST

based on unit sales for December (all formats)

GAME	SCORE	REVIEW.	SYSTEM	PUBLISHER
1 Donkey Kong Country	93%	7,#11	SNES	Nintendo
Madden NFL '95	98%	7,#10	Genesis	Electronic Arts
3 NBA Live '95	97%	7,#12	SNES	Electronic Arts
♣ NHL '95	95%	7#11	Genesis	Electronic Arts
Mortal Kombat II	95%	7,#9	SNES	Acclaim
# The Lion King	96%	8,#1	SNES	Nintendo
7 Doom	n/a	7#12	32X	Sega
# NFL '95	88%	8,#1	Genesis	Electronic Arts
9 FIFA Soccer	86%	7,#10	Genesis	Electronic Arts
19 M M Power Rangers	7.2%	8,#1	Genesis	Sega

Well, it looks like *Beavis and Butt-head* finally lost attention and wandered off somewhere else. We're not really sure if their replacements are much better, though. Maybe if we were all under the age of six, we'd be overjoyed that the *Mighty Morphin' Power Rangers* had made it to the Top Ten list, but let's face it, we're all a bit older than that! *Donkey Kong Country* takes over as the Number One selling game in Babbage's neck of the woods. (Neck of the woods? That's a really strange phrase, isn't it?)

OUR OWN DELUXE TOP TEN!

based on what we're playing when we should be working!

	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	Toshinden	n/a	n/a	PS-X	Takara
1	Super Bomberman II	86%	7,#9	SNES	Capcom
	Donkey Kong Country	93%	7,#11	SNES	Nintendo
200	NBA Live '95	97%	7,#12	SNES	Electronic Arts
	NHL '95	95%	7,#11	SNES	Electronic Arts
	Road Rash	90%	7,#11	3D0	Electronic Arts
7	Iron Soldier	85%	8#2	Jaguar	Atari
	Primal Rage	n/a	n/a	Arcade	Sony Comp Ent.
•	Killer Instinct	n/a	n/a	Arcade	Nintendo
14	Samurai Shodown	85%	7,#12	Neo Geo	SNK

The first PS-X game to occupy the Number One spot during its debut is *Toshinden*, a fantastic fighting game that looks good enough to knock *Virtua Fighter* on its butt! The guys played this game again and again at the CES show and came back to the office raving! This game is a must-have! *Super Bomberman II* is still hot on the list, because we just can't get enough of that explosive, blow-'em-away action! This game would have gotten the Ultimate Award from our review staff, except that it just didn't show a lot of innovation over the original *Bomberman*. And speaking of good games, *DKC* comes smashing into our chart at the Number Three position! If the game keeps up this trend, it may very well occupy a spot on every one of our Top Ten charts!

TOP TEN FROM JAPAN

based on unit sales for December (all formats)



n/a

n/a

n/a

n/a

The Satum and the Sony Playstation make their first appearance here on the Top Ten page. We all knew it was just a matter of time, but what may be surprising is that the good ol' Super Famicon (that's SNES, to all of us who don't live in Japan) still holds down the top three positions on the chart. Well, how 'bout *Donkey Kong Country* holding down a pretty high position on this chart, as well as all the others? Rendered graphics rule!

S. Famicom

Playstation

Enix

Konami

TOP TEN FROM THE U.K.

compiled by Gallup Polls

complied by Gallup Polis		
GAME	SCORE ISSUE	PUBLISHER
1 Donkey Kong Country	93% 7,#11	Nintendo
2 FIFA Soccer '95	95% 8,#2	Electronic Arts
Secret of Mana	93% 6,#12	Square Soft
- Street Racer	73% 7#11	Ubisoft
Micro Machines 2	n/a n/a	Acclaim
Jimmy White's Snooker	n/a n/a	Electronic Arts
7 Super Bomberman 2	86% 7#9	Nintendo
B PGA Tour Golf	60% 7,#5	Tengen
Earthworm Jim	95% 7,#11	Playmates
19 Stunt Race FX	90% 7,#10	Nintendo

One position after only a month under the rule of FIFA Soccer '95. Does anybody have any idea why Earthworm Jim is kind of stuck way down there near the bottom? We would have thought the old nematode would have made some kind of move to burrow his way up to daylight. The three racing games are still hanging on, as is Jimmy White's Snooker.

Well, that's all for now! We're gonna make some exciting new changes to this page next month, so be on the lookout for 'em! Later!!!

Wander Project J

Proudlus

YOUR TOMBSTONE WILL READ "GAME OVER"



Looking for a meaning-of-life thing? Look no further. Sega Channel is here. It's up to 50 games a month. With secret codes, insider tips and test drives of the newest games pumped into your home 24 hours a day. Play what you want, when you want, for as long as you want, for one low monthly fee. Call your local cable company or (402) 573-3637 today. You'll get old. Sega Channel won't.



News

Planet PlayStation

The hot topic at CES was Sony's PlayStation — and Sony wasn't even on the show floor! Everywhere you went someone was showing off the PlayStation and the awesome *Toh Shin Den!* Even Sega was comparing its Saturn and *Virtua Fighter* to *Toh Shin Den* and the

PlayStation. But there was really nothing to compare. Toh Shin Den made a mockery of Virtua Fighter. Still, if you're thinking of purchasing a Japanese PlayStation or Saturn, be warned! As we said in previous installments of Game Gossip, the current Japanese PlayStation only plays Japanese disks, however, there are these things called blue debugging stations that play all types of disks. This includes Japanese, American and European PAL formats — but the machine retails for an uncomfortable that ha, ha, ha! We've able \$1200 and it's still unknown if the machine is gorna be made available to the gaming masses.

Still wondering about those black Sony disks? Sony has encoded a copy protection program on the disk so they can't be copied using ROM burners. Check this out — while the PlayStation is loading Namco's *Ridge Racer*, it allows you to play *Galaxian* while you're waiting. If you destroy all the Galaxians, you can access cars that weren't previously available. The PlayStation sold a whopping 180,000 units until Sony stopped production on the machine. The reason? A hardware bug that is noticeable in several games including *Ridge Racer*. Finally, while we hear the small PSX controllers may change when they come to the States, sources inside the American division of Sony say they are comfortable with the PlayStation as it is now.







This is just one of the fantastic perspectives offered by PlayStation and *Toh Shin Den!*

Top Secret

Expect some awesome 32X stuff from the Sega development team Scavenger. Currently the team is working on *Batman Forever, X-Men* for 32X and Saturn, and some other hush-hush stuff we can't talk about... Still in development is the long awaited *Sonic Sports* game, which is said to resemble *Acme All-Stars* with Sonic, Tails, Ristar and the rest of the Sega gang competing in sport events like b-ball, volleyball and soccer. Also be on the lookout for the Neptune, an all-in-one Genesis and 32X unit that supposedly retails for under 200 bucks.

Old names make new friends

Atari has bought the rights to most of the old Williams arcade line including *Robotron 2010, Sinistar, Moon Patrol* and the classic *Defender.* Although Atari owns the rights, they must market the titles under the Williams banner. A few issues back, one of our reviewers wrote that *Panic!* was developed by Data East. *Panic!* was actually developed by Sega of Japan. Data East purchased the product when Sega balked on a deal to bring it to the States. Expect *Pocahontas* and *Gargoyles* to come from Disney's new software division, and *Waterworld* to come from Acclaim. Meanwhile, an older Disney title — *Pinochio* — comes from Virgin.

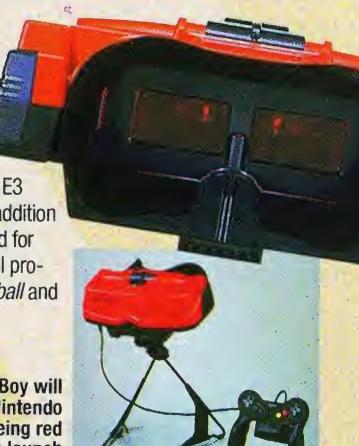
The World of Nintendo

Nintendo's Ultra 64 hardware is done — the chipset enables the machine to do everything an SGI Onyx does, all for under \$200 - but while the guts of the machine have been sorted out and selected licensees have received specs and development kits on the machine, no outer shell design has been confirmed.

Nintendo apparently unveils the machine at the E3

show in L.A. this May. In addition to titles already announced for the Virtual Boy, Kemco will produce Virtual League Baseball and one other title.

The Virtual Boy will have Nintendo gamers seeing red at its launch this summer!





30 GAME PLAYERS March 1994

Watch for your

favorite mutants to

appear on a Neptune



Super NES® have a head-on collision?
Super Game Boy®. This high-impact
unit transforms your favorite portable
games into full-screen, multi-colored
masterpieces! Super Game Boy packs
a lot of technology into a tiny Pak, but
you don't have to be a brain surgeon
to figure out how to use it. It's a
simple piggy-back job. Just
slide the Super Game Boy
into your Super NES, as
you would any other

Super NES

game, then pop any

Game Boy game into the Super

GAME BOY

And it's not just for new Game Boy games. ANY Game Boy game can take advantage of Super Game Boy's powers of color transformation.

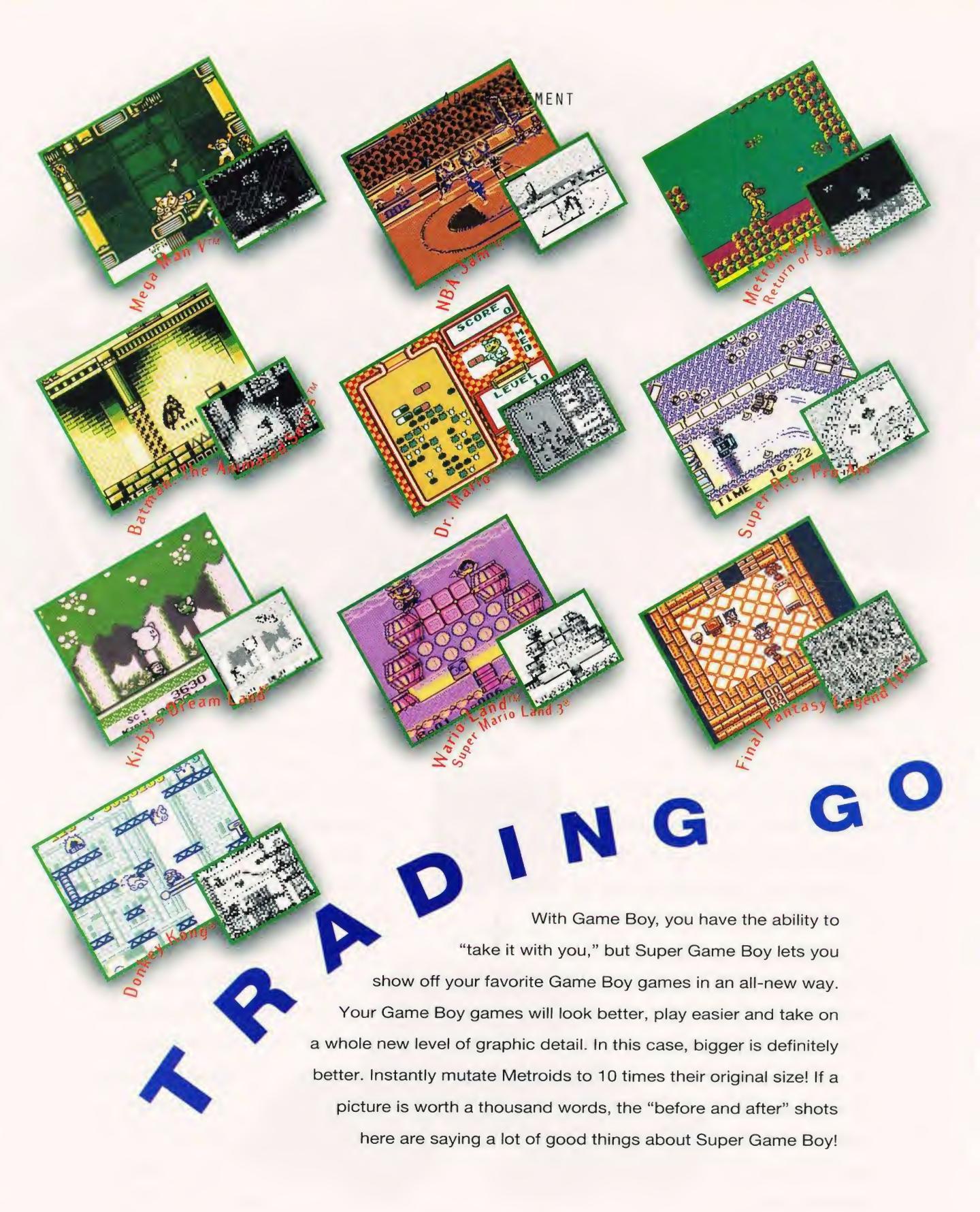
That's a lot of games, too-well over 350 titles! And once you're all set up, you'll play your Game Boy games using Super NES controllers.

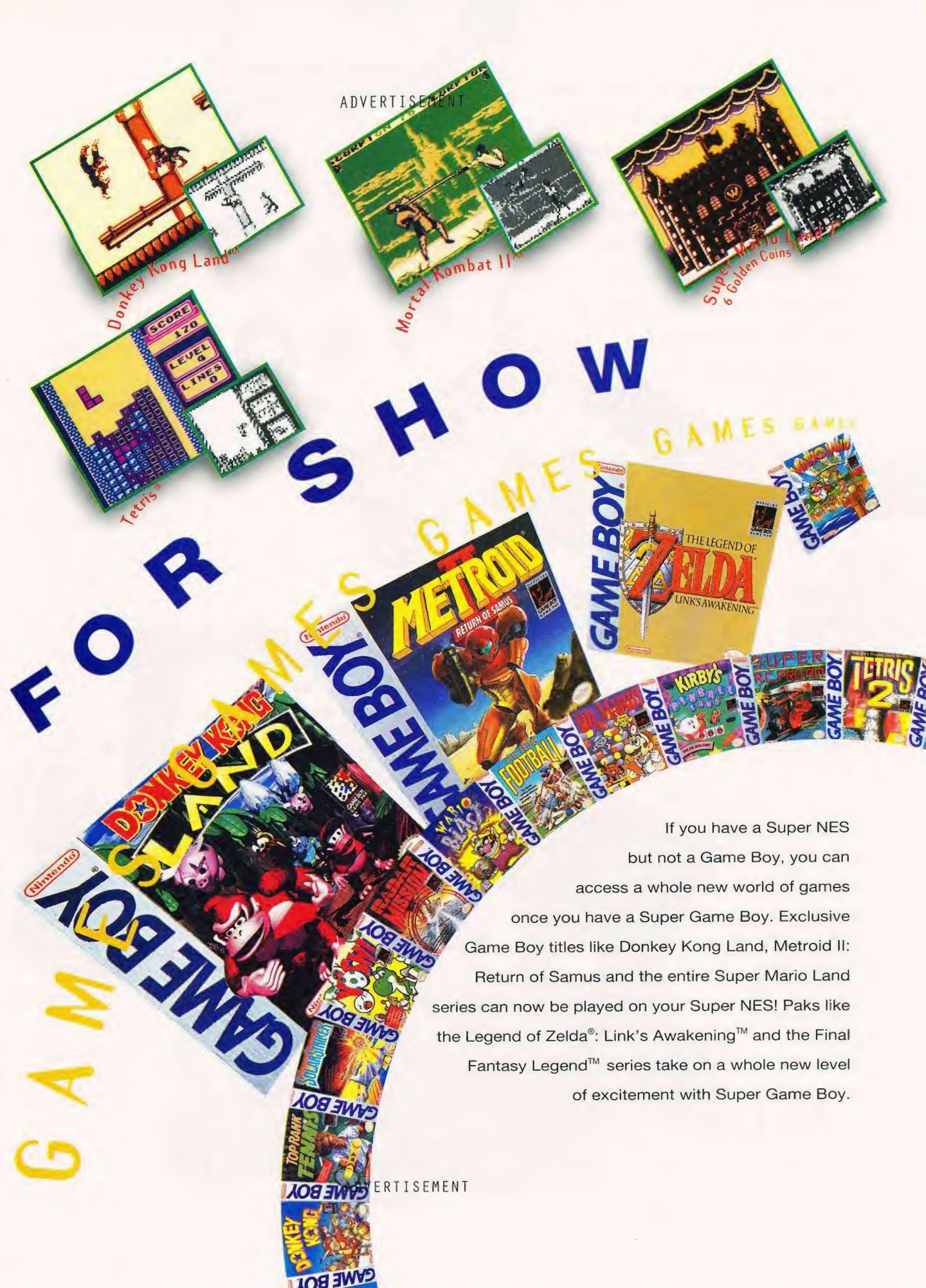
You'll hear the stereo Game Boy music through TV or stereo speakers.

You'll play it in living color on your TV screen.

Get the big picture?

ADVERTISEMENT









ADVERTISEMENT

Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode.

Different levels of a game

can access different color palettes,

as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,™

> Mighty Morphin Power Rangers,™

Wild Snake,TM

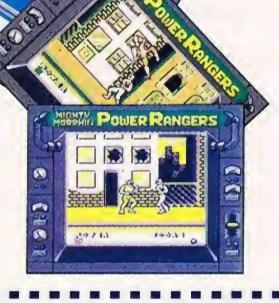
Bonk's Revenge,™

Mega Man V, Donkey Kong

Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game

> Boy Enhanced Mode is POWER RANGERS ready to roll!

Select any Power Ranger and the Enhanced Mode outfits them in the right color.



Super Game Boy Enhanced

Mode Icon

A DE PLAYERS

HEY! RIP OUT THIS COUPON AND SCORE \$5 OFF YOUR PURCHASE OF SUPER GAME BOY!

When you purchase one Super Game Boy.



CONSUMER: Coupon is only valid towards the purchase of Super Game Boy. Coupon must be submitted to an authorized Nintendo retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail selling price. Limit one coupon per specified Super Game Boy purchase. No other discount promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable taxes in connection with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100c. Coupon expires December 31, 1995.

RETAILER: Nintendo of America Inc. will reimburse the face value of this coupon plus eight (8) cents handling, provided it was accepted from your customer and its face value amount was deducted from the retail seiling price at the time of purchase of the designated product. Limit one coupon per qualifying item purchased. Other applications may constitute fraud. Void if copied or altered and where prohibited, licensed or regulated. Coupons submitted become property of Nintendo. Reimbursement will be made only to authorized Nintendo retailer who redeemed coupon, Good only in the U.S. and Puerto Rico. Send properly redeemed coupons with return address within thirty (30) days of printed expiration date to: NINTENDO OF AMERICA INC., P.O. Box 880481, El Paso, TX 88588-0481



GOOD TOWARDS PURCHASE OF FEATURED SUPER GAME BOY ONLY.

Manufacturer's Coupon Offer expires December 31, 1995

Winter Consumer Electronics Show

CONVENTION CENTER

very January the electronics industry gets together to show their latest products, from TVs to car stereos to video games. And, as always, *Game Players* was there. Although most of the industry's heavy-hitters were holding back for the massive E³ show to be held in Los Angeles this May, CES still supplied its usual share of surprises. Nintendo put on its first US showing of the Virtual Boy, which drew both cheers and boos from the people who played it. The company also leaked a bit more on the impending Ultra 64, which is said to be right on schedule.

Sega, who returned to the show floor after sitting out last year, announced the long-rumored Neptune system, and gave CES attendees a peek at Saturn. However, the company still dodged questions about their 32-bit system like

Superman dodges bullets. But they did give everyone a Virtua Fighter II coin-op to play with. But it was the anticipation of the summer show that had everyone excited. Saturn's Virtua Fighter and the Playstation's Toh Shin Den were set up side-by-side, and everyone crowded around to grab their first look. If these games are any indication of the things that the 'next generation' of gaming has to offer, then '95 may be the biggest year in video game history!







Lightlighe billighe

If Winter CES showed us anything, it was clear that 1995 is shaping up to be the most competitive year ever in the gaming industry. The continual skirmishes we've all been used to between Nintendo and Sega spread to include a couple of new contenders with the release of Jaguar and 3DO last year. But as Sega and the big 'N' get their next-gen systems ready for release, the battle is getting ready to explode into a full-out war as Sony prepares its own big gun...



Often imitated - more and more every day - but rarely surpassed, Virtua Fighter is still one of the fastest, hardest-hitting brawlers ever.

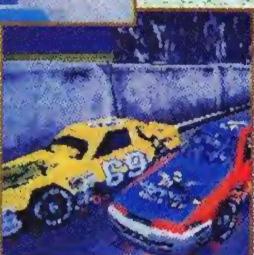
ega's next-gen system is due out sometime in late '95, possibly September — at least that's what the rumor is. It wasn't until CES that Sega even announced it was coming to this country at all, and as late as the last day of the show, a Sega rep was still insisting that Virtua Fighter hadn't been 'officially announced as a US release.' Yeah, right.

In any case, after tweaking the system for its Japanese release, and with the possibility that some minor improvements might still be made before its American

debut, the industry is still very serious about Sega. The Saturn version of Virtua Fighter is nearly as pretty to look at as the arcade version, and runs every bit as fast. Daytona USA cooks, and with titles like Clockwork Knight and Panzer Dragoon developed specifically for the system, there's much gaming goodness a-comin'



booth, with leadfooted maniacs lined up at the four-player arcade machine inside. Get some friends and give 'em a good run at the wall on Saturn.



Daytona USA should also be

available at

This racing

at the Sega

smash was a

launch.



- Processors: Two Hitachi SH2 32-bit RISC processors, running at 27Mhz/50MIPS, one Hitachi SH1, 24-bit Digital Signal Processor, one Motorola 68000 co-processor, video processor.
- Internal Memory: 36Mbits
- Colors: 16.7 million
- 900,000 polygons/sec, Gouraud shading, Texture mapping, scaling and rotation. 300Kbyte/sec, double-speed CD-ROM.



Titles like Clockwork Knight and Panzer Dragoon were major releases in Japan during Saturn's launch. Look for them to make it here too - at least, that's the plan.

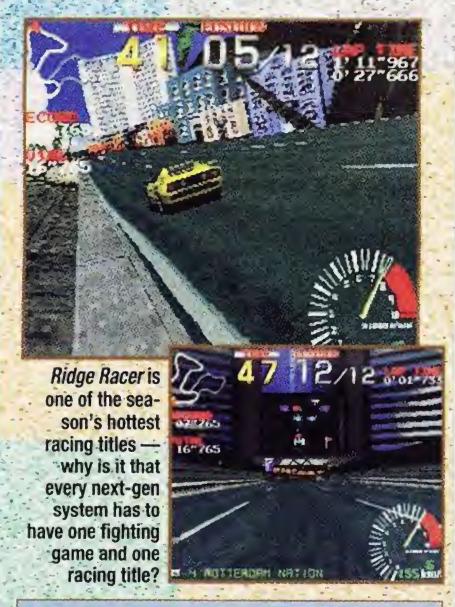




Let's say it one more time — Toh Shin

Den is one of the best games ever made. Period. When you consider. that this is only a first generation title, it seems all the more impressive. Ridge Racer is so close to the arcade version you almost (well, almost)





- Processors: R3000A 32-bit RISC running at 33MHz. 3D Geometry Engine with 66 MIPS clearing capacity.
- Co-Processors: Data Decompression Engine (MDEC), clearing at 80 MIPS for full screen, full color video playback at 30 frames/sec
- Internal Memory: 16Mbit main RAM, 8Mbit VRAM, 4Mbit audio RAM, 256K CD-ROM buffer.
- Colors: 16.7 Million
- 1.5 Million polygons/sec (flat-shaded), 500,000 polygons/sec (texture-mapped). Gouraud shading, texture mapping, fog depth cueing.

300Kbyte/sec, double speed CD-ROM

-> can't spot the difference. And with licensees like Acclaim, Virgin, LucasArts, Crystal Dynamics, and Electronic Arts here in the US, the future's so bright, you'll have to spend your time looking through those jet-black Sony CD's just to keep from going

blind. It's so hot you can see



repeating everyone's attention, even though it-wasn't even officially featured, was the mighty, nigh-unstoppable. Toh Shin Den!

intendo, being Nintendo, is still keeping info on their upcoming system pretty close to its chest. However, as the release

date approaches, a clearer picture is emerging. As we go to press, the 'Reality Co-Processor,' the Silicon Graphics-designed graphics processor which is the heart

of the Ultra 64, has been completed and is going into final assembly line testing. Assuming that enough of these

extremely. complex chips can come

 Processor: R4200 MIPS 64-bit RISC running at 100+ MHz.

 Co-Processor: "Reality Co-Processor" (rumored to have 128-bit power).

645FECS

Colors: 16.7 million

100+Mbit masked ROM carts.

 Neither Nintendo nor Silicon Graphics will 'fess up to any specs as far as polygons/sec, claiming that 'absolute 3-D graphics benchmarks have yet to be determined.' Still, some form of polygon shading and texture mapping are built in.

off the line and pass muster, full-blown mass production is sure to follow. The Ultra 64 architecture is extremely simple — the Reality Co-Processor does most of the hard work (Silicon Graphics loved to talk about stuff like 'trilinear bitmap interpolation,' in which texture maps are reduced in pixel count as the object gets farther away, thus requiring fewer calculations), plus a monster 64bit 100MHz main CPU to take up any slack. In fact, so far titles like Killer Instinct have been

processor without any help from the Reality chip. Geez. Anyway, the Ultra 64 developer list has officially increased by one: Spectrum Holobyte will bring its F-14 flight sim Top Gun to Ultra 64,

running solely off the main

joining licensees Acclaim, DMA Design, Williams, and Rare. Get down and get with it!



So far, only Killer Instinct and Cruisin' USA are ready for the Ultra 64 home translation, but keep in mind that, as killer as these games are, they never even utilize the Reality Co-Processor that forms the core of the machine.

> This character sketch is all that's available for Acclaim's first Ultra 64 title — Turok, Dinosaur Hunter.



LET'S GET FIERDY TO FUNGLE!

Toh Shin Den vs. Virtua Fighter

TOH SHIN DEN

found its way to our office and it is #\$!*ing incredible! There's four

camera angles and eight fighters with incredible variety and enough special moves to satisfy the most demanding gamer. The control is awesome, with one-button special moves as well as other *Street*

The Pimp Slap is the best special move since Power Instinct's Denture Attack.





Check out the see-through pants!
Unbelievable!

The Playstation's first 3D fighting game has accredible! There's four

available, but your home.

The overhead view is a little awkward, but still a great option.

Rolling around to avoid attacks makes this the first real 3D fighting game.



Nice jeans, eh? Another example of great character variety.

Fighter-like moves. The fighting ground is truly 3D as the characters can roll from plane to plane, while not sacrificing graphics or perspective. This game looks better than 99% of the arcade games available, but you gotta wait until fall before you can have it in

your home. Also remember this — *Toh Shin Den* is the first

fighting game for the Playstation. The only bad thing about *Toh Shin Den* is that after playing it, all your other fighting games might as well go right in the trash.



In *Toh Shin Den*, they don't just throw their characters, they punish 'em.



Flying fireballs! Not realistic (or very effective), but it's still

VIATUR FIGHTER

Wolf's clothes-line is

almost feel the blow

brutal and you can

with the smooth

animation.

The Saturn title largely responsible for the

massive sales in Japan is *Virtua Fighter*, and it is impressive. The smooth fighting and 3D look of the arcade original are there, as

ECCENT PICE

HOLE

are all the original characters and their realistic moves. If Virtua Fighter has an

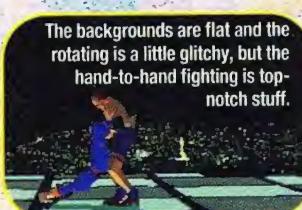


advantage over Toh

Shin Den (which we don't think it does), it is the realistic fighting. Virtua Fighter's backgrounds are flat in comparison to Toh Shin

Den. The verdict on Virtua Fighter is that it just doesn't compare to Toh Shin Den.

In Virtua Fighter, there's no more waiting for your fallen enemy to get up!



The varied angle replay is a great feature, and lets you see some cool stuff.

HERD TO HERD

The gloves are off!

Virtua looks OK, but the scenery seems a bit flat.

Incredible backgrounds, color, and full 3-D battling make *Toh Shin Den* the hands-down winner.

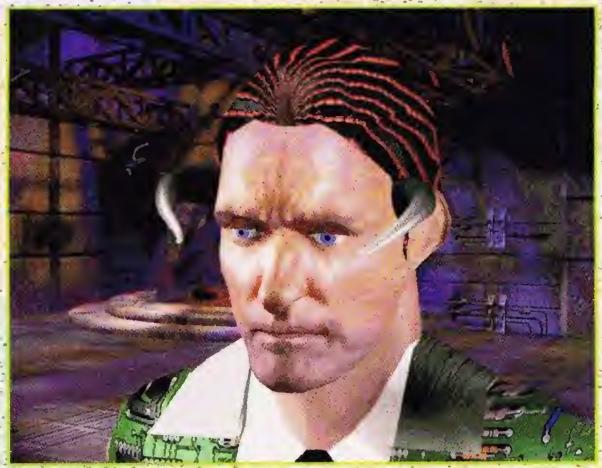




Judges Card

In this corner		
CATEGORY	VIRTUR	Tok Shin Den
BACHGADUND GARPHICS		- V
CHRARCTER GARPHICS		V
Sound		V
CONTROL	V	
HERLISM	V	
Moves		V
30 Hovement		V
VIEWS		V
RODICTIVENESS	V	V





In a unique move, the game's cast wasn't digitized, but modeled into 3-D rendered characters, then lip-synched to the spoken dialogue. There's no mistaking Dennis Hopper, but check out those horns!

descending into the bowels of, well, figure it out. You can choose to play as either Rachel Braque or Gideon Eshanti, but, in a neat twist, the two characters remain together as a couple, each helping the other to make it through the nightmare. The game boasts an impressive cast, including Grace Jones, Geoffrey Holder, and Dennis Hopper as a demon with ties to the mob. It looks impressive, takes a long, satisfying

time to get through, and comes highly recommended.

Wing Comminger W: Herry of the Vicer-own

Oh yeah. The Wing Commander series just keeps getting better and better. They absolutely wowed everyone with the release of Heart of the Tiger for PC CD-ROM a few months ago. Origin took the idea of full-motion video to a whole new extreme. The stellar cast includes Mark Hamill, Malcom McDowell, John Rhys-Davies, and

a number of other recognizable stars. Also, for once, decisions made during the video sequences affect the course of the game as much as winning the space battles. Last year *Super Wing Commander* for 3DO was one of the smoothest flight sims available for the system (or any system), and *WCIII* promises to follow that up with second generation texture-mapped goodness. JOY!



A Doom-style shooter from a new company, PO'ed (besides having one of the catchiest titles of the show) sends you to the far side of the galaxy to investi-

gate a newly discovered alien city. When your whole elite squad is wiped out in one shot, you've got to hold off the hostile alien hordes until help arrives, three months from now. If you were Rambo or something, that wouldn't be so bad, except that you're a cook, and your only weapon is a frying pan! Whether this

can set itself apart from the rapidly growing number of similar titles remains to be seen, but the short demo up and running at the show looked promising.

This is a group of four shots from *PO'ed*. Looks pretty smooth, and the demo at the show was impressive — if you ever wanted to be a cook fighting off alien hordes, hey, now's your chance.

After having its best Christmas season yet, 3D0 came on strong during Winter CES — the surge in hardware sales has spurred an explosive growth in hot titles. What's more, an impressive number of hot PC games are making their way to 3D0, giving gamers everywhere a cause for hope

and joy in the future.

FEF Framersk

This eye-catching title made a big splash when it hit the PC late last year. A huge graphic adventure with multiple branching storylines, Hell is set, at least to start with, in a grim cyberpunk future, before

The Kilrathi are back, and this time

they're played by guys in rubber suits.

But even with Mark Hamill on your side,

it's gonna take every bit of skill you've

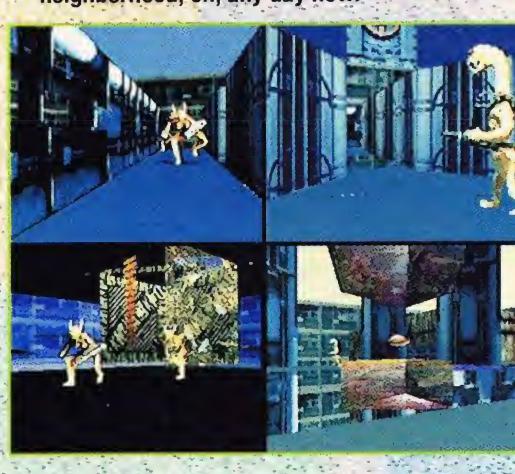
got to blow those cats out of the stars.



Making the fare isn't what it used to be. Listen, those pedestrians are getting louder! If only we had some kind of missile... oh hey, a good buzz saw would do.

EVENTE tamelek

Welcome to the 21st century, where things have gotten really bad! The city of Kerno has been guarantined from the outside world - too violent, too crime-ridden, and well, it just smells bad. That wouldn't matter to you much, except that you're Drake Edgewater, ace cabbie, and now you're trapped! This is a shooter seen from the inside of a hovering taxi armed with headlight-mounted machine guns. There's got to be a way out of the city, but since ammo isn't exactly cheap, you've got to make a living by picking up fares and trying to get your passenger where he's going in one piece. Good luck. Expect this one to be rolling into your neighborhood, oh, any day now.



With whispers humming in the background over the impending release of Ultra 64, the old SNES still held center stage (we met with Nintendo and Silicon Graphics reps for well over an hour and they graciously filled us in with info that we'd already heard — a talent Nintendo has honed to a razor edge). So, until summertime rolls around, be content with news on some upcoming 16-bit titles.

STARFOH 2

Oh boy! Nintendo's FX-enhanced heartthrob Fox McCloud is back to save the universe once again! This time around, in addition to the usual high flying action, the McCloud arwings can morph into 'planetary walkers' for planetside and underwater adventures. Nintendo has upgraded to the new FX2 chip, which can handle more data in less time. We're looking forward to more adventures with the bushytailed warrior.

Since the cart sports the new, improved FX2 chip, Fox can morph his arwing into a walker for ground assault or underwater action.

Get off me, you fiend! Fox McCloud and his intergalactic buddies are at it again, ready to save the universe once more.

idendo of America



COMBINCHE

linlando of America

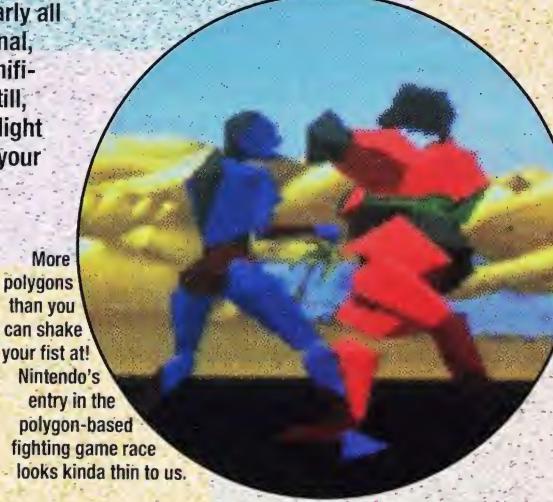
Ever wanted to fly an attack chopper and blow stuff up? Well, here's your chance. Comanche has been ported to SNES from PC CD-ROM, a feat of programming wizardry. The SNES version contains nearly all the missions and options of the original, although the graphics have been signifi-Off we go, into cantly bumped down. Still, the wild blue there aren't that many flight yonder, flying sims for SNES, so keep your high, blowing fingers crossed.

A nifty little RPG that's hot off the boat from Japan, having stopped only long enough for a quick translation and a title change. This is the second game in the Mother series, but since the first game never got here, they just called it something else to avoid confusion. Its 3/4 view perspective is unique among SNES RPG's, and best of all, it's big, big, big!



away scum!

Nintendo's first RPG since Zelda is coming your way in just a few months — can't you smell the anticipation?



The Big 'N' has decided to throw its hat into the polygon-based fighting game ring. Developed in conjunction with GTE, FX Fighter uses, well, the FX2 chip (what else?) to bring its fighters to life. The game will eventually feature eight blocky brawlers, although only two were available to players at the show. Expect this one some time in May.

Uh oh, the forces of evil are at it again. Good thing you brought your trusty six-string...

REVOLUTION H

Everybody's favorite shooter starring Aerosmith is screaming down for a landing on SNES this summer. A nearly direct trans-

lation of the Revolution X arcade hit, you get your chance to blast away with the weapon of choice for the 90's — the guitar gun! Smash bad guys with CD-bombs and red-hot licks! It's also available for Genesis and 32X, and should be out by summer.

WARLDEN

Acclaim is known for its movie licenses, but this one has to be one of the more oddball titles they've picked up. Warlock is a sidescrolling action game that pits you against the evil baddie of the title in a race to find and recover the seven Stones of Power. Also available for Genesis, it should hit the shelves in just a month or two.



Making you pit your meager magical skills against evil creatures from hell doesn't seem very fair, but. then if it was easy, who'd care?



One of the hotter titles we saw at CES was this brawler from Namco. It may not

breakthrough, but its weapon-based combat system makes a big difference when you play. Blocks, parries, and counterattacks can all be made with one well-timed swing, leaving room for some very complicated strategies. Also com-

Giants fighting with axes and big swords? Hey, looks like a smokin' game to us! Weapon Lord tries to live up to its title by taking its combat system seriously.

ing for Genesis, you can expect it in a month or so.



Having scored a decent hit with Maximum



Carnage, Acclaim is tossing everyone's favorite web-

If it goes over big once, why not try it again? The same company that brought you Maximum Carnage is back with another Spider-Man title for '95!

slinger into his second title in six months. This time around he's taking on over 20 Marvel villains, and his only help is a cameo by the Fantastic Four. Also available for Genesis.

Just in case the movie and ongoing Dark Horse comic didn't give you enough time-traveling action, here's a game version from JVC. This side-





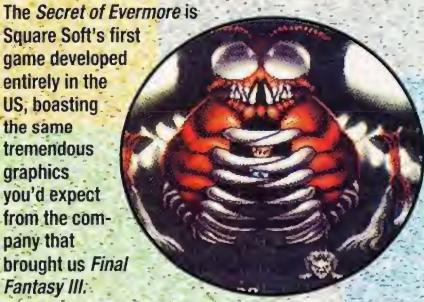
scroller follows Max Walker on a manhunt through time, from Los Angeles in 2144 all the way back to Nazi Germany and every time in between. It's also available for the Sega CD.

Fighting through time is a pretty weird job description, but if you're a timecop like Max Walker, well, it just comes with the territory.

of Eveniore

Oh yeah! The same company that brought you Final Fantasy III has broken through with their first title developed completely in the US. This 24-meg monster throws the player into the fantasy world of Evermore, once a peaceful place, now a nightmare gone haywire. The game boasts SGI rendered 3-D graphics and the same sprawling storyline and incredible music we've come to expect from Square. **Expect it some time in May.**

Square Soft's first game developed entirely in the US, boasting the same tremendous graphics you'd expect from the company that brought us Final Fantasy III.



For Jaguar, the time is now! With the Playstation, Saturn, and Ultra 64 definitely coming, Atari's 'Do The Math' slogan is no longer appropriate. The Jaguar needs to sell soon, or it could be a long year. Good news for Jaguar owners is that by summer of 1995 there will be over 50 titles for the Jag, and it's about time. Atari also showed its new CD player, which is a double-speed CD player that sits on top of the Jaguar. The CD player also plays music CD's and has a built-in virtual light machine to add a visual dimension to your audio CD's. With one of these, a lava lamp, and some Zeppelin you can relive the '70's.

The CD player adds more power to a machine that is already powerful. The problem with the Jaguar isn't the hardware, it's the software. There hasn't been a piece of software yet to show off the system's speed and capabilities. We're even starting to wonder if it's possible. Atari's booth was right next to ours. so we got to see all the Jaguar games a man can take, and we're gonna give you a look at the best.



The rotating screen shows off some of the Jaguar power

ENGHIL FOR LIFE

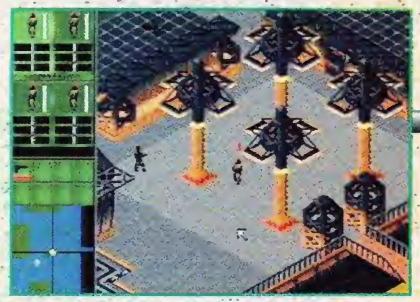
Saturn's got Virtua Fighter, Playstation's got Toh Shin Den, SNES has FX Fighter, and Atari's got Fight For Life. Atari hopes this polygon fighter proves the power of their system and keeps it afloat. Fight For Life is set in hell, and each character is fighting for eternal salvation. You can choose from eight polygon fighters, each with five special moves. This is the most promising Jaguar game coming out — hope it's good!

THEME PARK

A Sim City spin-off, in which you can build your own Eurodisney, has made the jump from PC to the Jag. Build rides, midways, concession stands, and anything else associated with a theme park, then watch the tourists pay too much for everything. Future park planners and anyone who enjoys designing things are gonna love this game. The graphics and interface aren't as nice as the PC version, but should still be enjoyable.



Wait! Come back! We have great popcom! Another day in the Theme Park business it's enough to give you an ulcer.



Looks pretty good, but the fun in Syndicate is the massive strategy.

Originally an ultra-cool PC game, Syndicate's Genesis version was adequate, but nothing near the original. The Jaguar version looks to be better than the Genesis and not quite as good as the PC. Either way, Jaguar strategy fans should be stoked about the arrival of the first strategy-type game for the system.

Val D'ISERE SHURG AND STOW BORROWS

This skiing game, which should already be out, got the most play at the Atari booth. Even though it's not new, the gamers just kept taking the snowboard down the slopes. VDSaSB (I'm not typing the name again) has several slopes and different games, the snowboarding is fast, and the backgrounds are sharp. Keep an eye on this one.



Snowboarding for the physically inept. Just get a tattoo, say 'dude' a lot and you can be a





Sega's crowded booth contained more new software than any other at the show. However, it wasn't the Genesis, 32X, or Sega CD software that drew the crowd. What brought masses of industry folk into the Sega booth was two sit-down Virtua Fighter 2 arcade games, a four player Daytona USA, a Sega Saturn, and a big screen TV with the NFL playoffs on. Needless to say, we spent many hours in or around the Sega booth playing — uh, working. Yeah, working, that's the ticket.

Sega showed strong support for the 32X with 11 new titles lined up for first-quarter release and the Genesis wasn't abandoned either, with over 20 titles being shown. Overall, Genesis and 32X owners are gonna have plenty of software to choose from in the coming months. Sega insisted it's gonna fully support the Genesis and 32X on into 1996, but the Saturn and arcade games still got all the attention.

Mille

Acclaim for 32X



Yes, there's gonna be blood, and lots of it in the 32X version of MKII.



All the tricks, secret characters, and sounds of the arcade game are here. And in full color! Oooh! Aaah!

The world's most popular spine-ripping head-eatin' brawler is bringing all its gore to the 32X. The power of the 32X should make the gameplay smoother, the graphics richer, and the blood redder (if that's not a word, it should be. So there!). Acclaim wasn't showing a playable version of 32X *MKII* at the show, but we can't wait to get our blood-stained hands on this one!



EHROTH

Sega for 32X

A Sonic game for the 32X? Well, not quite, but all his buddies are here in 32-bit color. Knuckles, Vector Crocodile, Mighty the Armadillo, Charmee Bee, and Espio the Chameleon all race through 25 rounds of gameplay in five massive 3D levels that wouldn't be possible on the Genesis. A two-player mode and 24-Megs is enough to keep us excited for this cart.



Knuckles is on the run in a colorful (albeit, a bit loud) 3-D hallway. Is this fun? As of yet, we don't know!

Motherease

Sega for 32X

Zaxxon and Viewpoint fans are glad to hear that Sega is putting a rocket-fast 3/4 angle shooter on the 32X. Motherbase sends you against a fleet of bizarre aliens that is sure to satisfy the shooter in you. Sega hasn't let us play this one yet, but we're gonna keep our guns at the ready.



Look familiar? Hopefully, Sega is gonna put in enough goodies to put this shooter a notch up on the others.

H-Men 2: Clone-Waas

Sega for Genesis



Controlling Magneto is a first, but is that enough to make this game good?

In this sequel, the X-Men have to save the universe from diabolical DNA pirates. X-Men 2 boasts the most number of playable X-Men ever, including: Beast, Cyclops, Gambit, Nightcrawler, Psylocke, Wolverine, and Magneto! The characters are larger, the action is faster, and the levels have more variety. This one is gonna be here soon, so look for our X-cellent coverage!

Comun Zone

Sega for Genesis



Fighting through the pages of a comic book sound fun? Then this is your game.

This interactive comic book has you stuck in the pages of your own creation, while the evil Mortus continues to draw

new enemies for you to face. If you fail to escape the pages and defeat Mortus, you're stuck in the Comix Zone forever! A rockin' score and a comic book approach give this game a promising future.

THE ROVENTURES OF BATMAN & ROBIN

Sega for Genesis



The SNES game was great and with the two-player mode the Genesis game could be even better!

Holy side-scrolling adventure game, Batman! Sega brings the Dark Knight and the Boy Wonder to the Genesis to duke it out with the likes of Mr. Freeze, The Joker, Mad Hatter, and Two-face. Unlike the SNES version, Robin is actually in the game, not just the title. In the two-player mode you and a friend can lead the dynamic duo through the terrors of Gotham City. We are eager to give this game a full play.

JUDGE DREDD

Acclaim for Genesis



Loads of criminals are no match for Judge Dredd and his Lawgiver Gun.

Another comic book hero comes to life in Acclaim's Judge Dredd, which is gonna be released simultaneously with the Sylvester Stallone movie. Armed with a bike and a gun you go though twelve levels — eight based on the movie and four on the comic book series — dispatching

justice and kickin' ass! Judge Dredd uses the usual side-scrolling view and an occasional mode 7 3D view to mix up the action. When we see the final copy, we're gonna be judge, jury, and executioner. Until then, Dredd is innocent until proven boring.

BEYOND DASIS

Sega for Genesis

Sega wasn't showing this game to every-body, but those folks just love us. Beyond Oasis was created by the same people who made the mega-hit series Streets of Rage, and it promises a clash of good and evil like never before. There's magic, puzzles, bosses, slashing swords, giant dragons, and some pretty backgrounds. This game won't be hitting the shelves until November '95, but we're gonna keep you informed on this hot looking title.



As promised, giant dragons are sure to make this game as tough as Streets Of Rage!

Acro Arsu 3

Electronic Arts for Genesis
EA wasn't at the show, but it held a little party at Planet Hollywood so we could see some of its '95 releases. Road Rash 3 looks like it could be the best 16-bit motorcycle game to date, with more weapons, more tracks, and more fun. However good Road Rash 3 ends up being, it's always gonna pale in comparison to the 3DO Road Rash that totally rocks. Still, for 16-bit hit and race action, Road Rash 3 could be your ticket.



Violence on wheels is always entertaining, especially with some new weapons for inflicting pain.

LUNAAS ETEANAL BLUE

Working Designs for Sega CD



The sequel to the best selling RPG is coming to America this summer on Sega CD. Eternal Blue contains four times as much anime as the original and has over one and a half hours of spoken dialogue. An improved combat system, better interfaces, and more frames of animation are all reasons to leave RPG fans drooling with anticipation.

SPACE FOVERWHE CORPR 2

Hudson Soft for Sega CD



Secrets to discover and girls to woo. Cobra's got a tough life!

Based on the comic book that took Japan by storm, Space Adventure Cobra 2 combines spoken dialogue, sharp illustrations, and a large world to bring RPG fans another Sega CD title. Cobra is a renegade space pirate who seeks treasure while fighting off the villains of the Pirate Guild. A different kind of RPG that is worth a look.

FULLY LOADED.



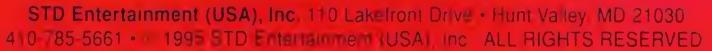
Brace yourself for Handy Boy™—The Awesome All-In-One enhancer for Game Boy®.

There's nothing else like it. A Magnifier, Screen Lights, a Joystick Controller, and Amplified Stereo Sound. All in one *totally portable* fold-up design.

Bring your Game Boy to the next level and have more FUN... get Handy Boy!









In order to form a more perfect union... wait a minute, that's the wrong speech. In order to bring you review scores that are more accurate, we've come up with a system that gives all video carts a fair review, no matter who does the reviewing. So check out our new system. We're gonna be back with more humor next month. Watta ya mean, we never had any?!?

BIDEES

The truth, the whole truth and nothing but the truth!

He kills game carts dead so you don't have to!

It's our opinion that our opinions are the best opinions! (Clever, huh?)



OUR SCORING SYSTEM The lowdown on the hoe-down!

The Rocket Science: Each category of our scoring boxes is given a 'weight' — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game. Whew! Are we smart, or what?

Graphics: This category is weighted by a factor of two, 'cuz ya got two eyes. Just kidding!

Music & Sound FX: Weighted by a factor of one. Why? 'Cuz we said so!

Innovation: Weighted by a factor of one.

Gameplay: This category is weighted by eight 'cuz you shouldn't pay if it don't play.

Replay Value: This category is weighted by a factor of six. Play it again, Sam?

Overall Score: After all the math, the scores come out like this:

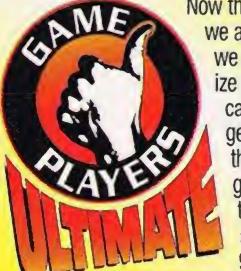
100% Flawless 90% Excellent 75% Very Good

60% Good

50% Average 30% Stinky

SCREEN

NASA used our screen shots to calibrate the **Hubbell Deep Space Telescope! Really!!!**



Now that you know how we arrive at our scores, we hope you also realize just how hard it can be for a game to get one of these thumbs! When a game has one of these, it means it scored at least a 90% with our

reviewing staff. That ain't easy!

GAMES REVIET

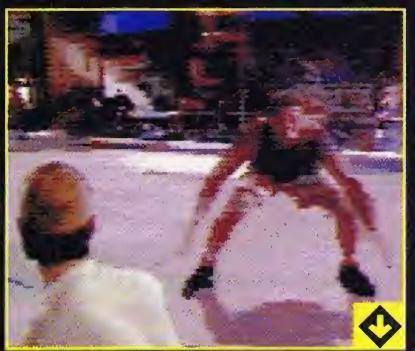
Aero the Acrobat II..... Bouncers..... **ESPN National Hockey Night.....**



Itchy & Scratchy Jurassic Park II — The Chaos Continues 70 Michael Andretti's Indy Car Challenge......76 Motocross 32X57 **NBA Jam Tournament Edition.....**



New Horizons Ogre Battle Pieces...... 67 Pitfall: The Mayan Adventure 74 Ren & Stimpy: Time Warp...... 52 Shadow of the Beast II......5



Slam City with
Scottie Pippen 66
Tecmo Super Bowl II:
Special Edition 78
The Flintstones60
The Shadow 68
WWF Raw 75
NOW PLAYING 116

Publisher: Acclaim • Developer: Iguana Software • now available • \$69.99



At 5'4" in his stocking feet, Jeff Lundrigan was the perfect choice to take on those NBA big boys — he'd play center, of course!

cclaim had two big hits last year

— Mortal Kombat II and NBA Jam.

WHO'S GOT THE BIGGEST JAM? SNES or Genesis?



The Genesis version looks good all right...

SNES/GEN info

GENRE action/sports

PLAYERS 1 or 2

LEVELS 27 +

DIFFICULTY adjustable

SAVE FEATURE password after each game

MEGS

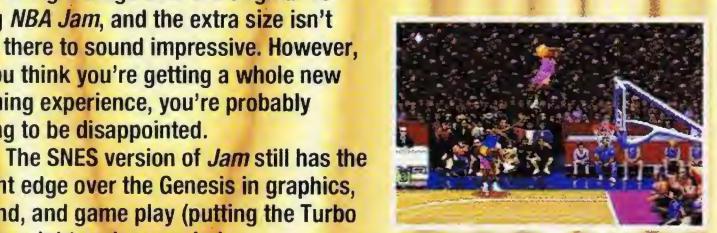
24

As with the arcade version, NBA Jam Tournament Edition is an excellent game, but it follows CURSE NBA Jam in much the same way that the first few Madden sequels did — or, more to the point, in the same way as Street Fighter II Turbo did. It's less a true sequel than a way to squeeze extra sales out of the title. Don't get me wrong this is still one of the most exciting, fast paced games you

89

...but face it, not nearly as good as the SNES. The SNES. has the edge in sound and control, too. It ain't much of an edge, but it's enough to make the difference, if you have the choice.

WHAT'S OLD? So close to the original, you might not spot the difference.







from the Tournament «Edition. Can you tell which is which? Maybe but the real question is whether you want to pay for the privilege:





But you still find the same monster dunks and kickin' action that makes Jam one of the hottest titles around!

button right under your index finger on the SNES pad sure beats the hell out of the Genesis control configuration). Either one is a fine addi-

tion to your library — but remember, if you already own the original, you may want to rent the follow up once or twice before deciding to shell out the bucks for it. GP

can buy. Tournament Edition

has updated players, and

slightly improved graphics.

They've also added some new tourna-

characters, codes, and other hidden

goodies. The Tournament Edition has

grown eight megs over the original 16-

meg NBA Jam, and the extra size isn't

just there to sound impressive. However,

if you think you're getting a whole new

slight edge over the Genesis in graphics,

sound, and game play (putting the Turbo

gaming experience, you're probably

going to be disappointed.

ment modes and there's tons more secret

RATINGS

GRAPHICS



◆ The players are extremely well animated — what more do you need?
◆ As expected, this version pales a little next to the SNES version.

MUSIC & SOUND FX



◆ The game has some jammin' tunes to get the action kickin'...

...but the music still doesn't kick as hard as the action does.

INNOVATION



♠ In both versions, they've added an extra player so you can substitute.
♠ There's still no instant replay — in either version.

GAMEPLAY



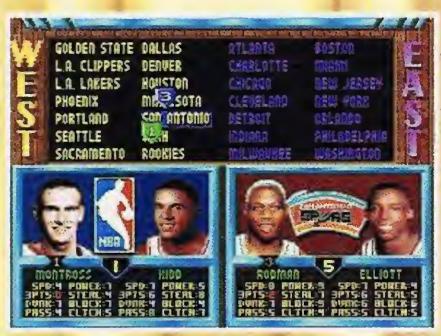
♠ You're on fire! (but not as hot as you are on the SNES version.)

Needs that Turbo button under your index finger for maximum Jam action.

REPLAY VALUE



◆ There's so much hidden stuff, folks are gonna be digging it out for a year.
◆ You have to find some extra friends to keep up the challenge.

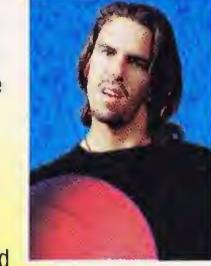


TOURNAMENT EDITION FEATURES: UPDATED TEAM ROSTERS WITH AT LEAST 3 PLAYERS FROM EACH TEAM. 25 PERCENT OF NBA NOW INCLUDED. PLAYER ATTRIBUTES FOR POWER, BLOCKS, STEALS, CLUTCH AND PASSING. SUBSTITUTIONS. THIS ALLOWS PLAYERS TO SOLVE MATCHUP PROBLEMS. ALLOW PLAYERS TO CHOOSE THE SAME TEAM. THIS SHOULD HELP DETERMINE THE BETTER PLAYER.

A SECOND OPINION

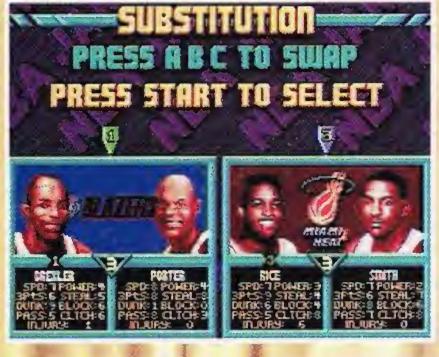
Eric Montross skies over the rim until gravity finally takes effect and brings the monstrous leaper down for a wicked slam. Wrong! The point here is that basketball purists are sure to find much fault

in the high-flying action of NBA Jam T.E., but this game isn't intended to be a sim. It is, however, a great translation of the ultra successful arcade game. The updated rosters and



additional players and codes are improvements, but the same gameplay and annoying sounds are negatives. — *Mike*

WHAT'S NEW? OK, let's be fair — there are a few new things.



Every team has an updated roster, although you might notice that a few really big stars are missing — they've got their own licensing agreements, you know.

Tournament
Edition comes so
close to following
the arcade version, it even
includes the list of
'what's new' — a
selling point in the
arcade, but just a
little silly in a
home version if
you think about it.

RATINGS

GRAPHICS



♦ I gotta tell ya, this is gorgeous, glorious stuff you got here..

...but you still have trouble telling the players apart on the court.

MUSIC & SOUND FX



♣ Full booming sound, and the audio samples add a lot.

Could use more samples — it keeps playing the same ones over and over.

INNOVATION



This game's got a whole new crop of dunks and players.

Well, actually, this looks and plays too much like the original.

GAMEPLAY



Once again — the sports title with more action than most action games.
 Your computerized team mate still does odd, annoying things sometimes.

REPLAY VALUE



◆ Let me at 'em! Let me at those NBA bad boys!

There's still only so much fun you can have without another human joining in.

averate of the state of the sta

The biggest 'new' thing is that each team now has three players, so you can make substitutions. Watta bonus.



But overall, Jam is one of the biggest and best games you can add to your library—and if you can grab a bunch of extra friends to play, it could even change your life.

THE REN & STIMPY SHOW: Publisher: T*HQ . Developer: Sculptured Software . Time Warp



now available • \$59.95 When we last saw Darrell

Sasagawa, he was recreating the battle of Gettysburg with his magic nose goblins. Joy!

waste

with the

Helmets

Happy

a real

appy, happy, joy, joy! Muddy Mudskipper is giving away a free time machine, and all Ren and Stimpy need to win it is 47 million Gritty Kitty proofs of purchase!

Ren and Stimpy scour through their backyard and The Big City, collecting Gritty Kitty bags, while battling wasps, bulldogs, and Crockostimpies with Stimpy's hairballs. After they've collected enough bags, and defeated the Zookeeper, they set out on their mission to stop Muddy Mudskipper from Don't

ruining history. your time Once in the machine, our heroes must steer the contraption through the portals of time, while firing toast weapons at mosqui-— they're toes, hourglasses, and other obstacles. Ren and Stimpy must headache. use the time machine after each level, in order to get to the next one.

In the first zone, The Haunted House, Ren and Stimpy run through a graveyard wasting ghosts and goblins, while collecting cash and avoiding falling tombstones and open graves. In the next level, Monkey See, Monkey Don't, our pals visit the zoo and deal with angry monkeys in order to collect even more money. In the last zone, The Untamed

info **GENRE** action/adventure **PLAYERS** 1 or 2 **LEVELS** 10 **DIFFICULTY** medium SAVE FEATURE password **MEGS** 10

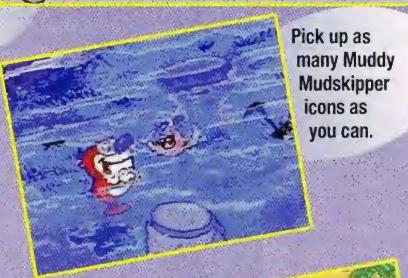


Careful, these dogs bite a lot worse than they bark!

World, their quest continues as they island hop to their final romp through time.

Within the game there are secret passwords and hidden minigames, but so what? The concept of the game is OK, but there really is no point to it. Hey, I like Ren and Stimpy as much as the next guy, but this game was so bad, I almost coughed up a hairball. GP









Who said time flies when you're having fun?

RATINGS

GRAPHICS

♠ Ren and Stimpy's crazy antics and expressions are hilarious. The view while in the time machine makes you more than a little sick.

MUSIC & SOUND FX

♦ Excellent tunes, especially in the Haunted House... oooh scary!!! Stimpy's death scream is enough to make you want to die!!!

INNOVATION

◆ Special passcodes change the way the game plays.

Didn't these guys already have a game? That's not very innovative!!!

GAMEPLAY

◆ You get to make Stimpy hack out big ol' hairballs. That's cool!!!

However, controlling the movement is really, really, uncool.

REPLAY VALUE

◆ If you just can't get enough Ren and Stimpy, then you might go for this. If you have half a brain, you could find something better to do with your time.

11/14:11/1



THE ODDS ARE AGAINST YOU.



LEAPING LIZARDS! SPIDEY'S CLEANING UP THE SEWER.



FLAME ON! THE HUMAN TORCH™ HEATS UP THE BEETLE™!



SPIDEY GETS THE "JUMP KICK" ON VENOM™



FEATURING THE FANTASTIC FOUR™































He won the magic Tarot cards, but all Darrell Sasagawa did with them was play 'Crazy Eights' all day!

las, the Kingdom of Zenobia lies in a state of despair! Nearly a quarter of a century has passed since the mighty ruler Gran was slain by the wretched Rashidi, who has joined forces with the Evil Empress Endora, thus giving rise to the villainous Zentegenian Empire.

You are the chosen one, the last hope for the remnants of the rebel forces. They look to you to guide them into battle, however, you must first seek the help of the Great Wizard Warren, who helps determine your destiny as the new leader of the rebellion.

Armed with a map of the land and Warren's magical Tarot cards, you and your rebel compatriots wage battle against the Evil Empire. Your mission — liberate towns and ensure that the land is freed from the shackles of oppression. However, the quest is a long and difficult one which demands the most of your bravery, physical prowess, and tactical thinking. Succeed and be revered as a hero, fail and meet with your demise. Remember to keep an eye on your finances — deploying units costs money. Your daily expenditures and income appear on screen exactly at high noon each day.

Restoring freedom to a town grants you money, a Tarot card, and the chance to increase your reputation. Your reputation determines your later success and ultimately the ending of the game, so choose your battles and tactics wisely.

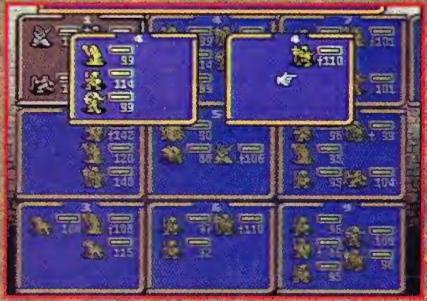
This RPG is very complex and requires a great deal of preparation and memorization. Nevertheless, I loved it!!! It was a huge success in Japan, and I think it should do equally well over here. I suggest that you get this game today!!! But I must warn you... this game is highly addictive. GP



Before you can begin, you must answer the questions that the Great Wizard Warren asks you.



A smaller, and even more detailed map, showing a region of Zenobia.

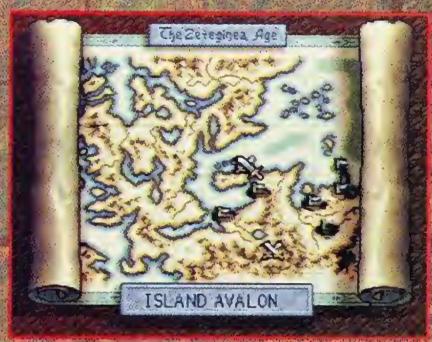


You can change the formations of your units for different situations. Some characters have different attacks depending on their position.



Deploy your units

— those with
strength to battle,
others with high
alignment to liberate towns.



Behold, before you lies the main map of Zenobia. Areas with flags have been freed, those with swords await to be liberated.



A true leader knows his rebel units well. He knows theirs strengths and weaknesses, and uses them accordingly.



Clerics are
Invaluable. Keep
them in the back
row, so that they
can heal the other
characters in the
unit after they
receive a hit.



The Boss awaits, to do battle with you. But first, you must conquer his troops along the way.



When you liberate a town, you receive money and are offered a tarot card to use later in battle.



You can find out the identity and strength of your enemy by placing the sword on the character and pressing the a button.



Once in battle, options are button press away.



The leader of a unit is designated with a cross symbol. It is imperative to not allow your leader to perish.



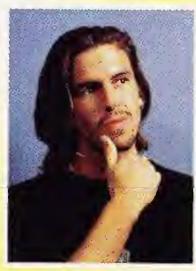
To get the upper hand on your foe, use one of your tarot cards. It's powerful, so use them wisely.



A SECOND OPINION

I am 'Second Opinion Man' and I gladly dole out my opinion to any who dare listen. This time I was forced to put Darrell in a stranglehold and threaten his family in order to give Ogre Battle a try. And at first glance I wasn't real impressed, but as I played on I became engrossed in the

game and couldn't stop. RPG fans are going to love this game, with its friendly interface and deep story. However, I do think Darrell scored this one high, but then I'm not known as



an easy grader. Still, this game deserves the award and is sure to keep you filled to your ears with RPG goodness! — Mike



If you find yourself in trouble, you may want to retreat before you sustain too much damage.



Different tactics affect the way in which your units do battle. Know which one to use, and adjust them to work to your advantage.

SNES info

GENRE RPG

PLAYERS 1

LEVELS 25

DIFFICULTY medium

12

SAVE FEATURE battery backup

MEGS

GRAPHICS

◆ There are plenty of detailed characters and stunning visual affects. However, the icons are slightly difficult to identify and decipher.

MUSIC & SOUND FX

The music plays an integral part of this game, and enhances the mood. ♠ As the game play begins to intensify, so does the music.

INNOVATION

♠ Tons and tons of items, tarot cards, and characters to choose from. So much so, that it requires a great deal of knowledge and preparation.

GAMEPLAY

• Everything is very straightforward, and easy to get accustomed to. ◆ Simplicity is the operative word for the control of this game.

REPLAY VALUE

♦ How you answer Warren's questions at the beginning affects the entire game. The down side is that it takes you over 100 hours to get through this game.



After it slammed him on the head with a heavy, rusty mace, Vinny DiMiceli was afraid very afraid — of his own shadow.

That's your baby sister in the sinister hands of your arch nemesis!

ere I am, armed only with a spiked metal ball on a chain and my godgiven brains, trying to defeat monsters that are way bigger than me. I'm lonely and tired and on a far away planet, trying to save my little sister from life as a Beast Mage for the evil Maletoth.

Sound interesting? If your answer is yes, then Shadow of the Beast II is for you. Otherwise, just turn the page. Even with all of its CD-ROM finesse, this game won't leave you spellbound or even amazed, but the solid gameplay could possibly get you hooked.



Your foes can be really ugly and spew slime on you.

Well, I got hooked. I ended up playing this game for many hours. I cursed at the screen when I died and begged for more than the six lives allotted to me to get the job done. Alas, I started from scratch - again and again and again and again..

Granted, this game isn't the greatest thing to come around since Pamela Anderson. Because it is hard to control and the graphics aren't all that good, the average player may shut this game off after about ten minutes, but it's a solid effort that makes you think, pisses you off, and, when you finally finish it, gives you a great deal of satisfaction. That's not bad for a game idea that's as old as, well, your shadow. GP



Wow! You really know how to use that mace!



Movie scenes like this are cool to watch once or twice, but they really slow down the pace of the game.



Breaking open chests reveal gold pieces and health serums along with other good stuff.



Look out for killer fish!!!

SEGA CD info

GENRE action/RPG

PLAYERS 1

LEVELS 1

DIFFICULTY moderate

SAVE FEATURE none (6 continues)

MEGS n/a

FATINGS

GRAPHICS

The opening sequence and special effects are cool, but only once or twice. Shoddy graphics abound, and the backgrounds repeat over and over again.

MUSIC & SOUND FX

♦ The music is a lot like *Stone Temple* Pilots — not ground-breaking, but good! The CD speech is useless if the words appear on the screen.

INNOVATION

◆ The movie sequences are as wild as anything Hollywood can offer... ...but they don't advance the game and quickly get boring.

GAMEPLAY

What we have here is one very challenging game. Without a steady hand; you won't be

able to get far in this game at all.

REPLAY VALUE

♠ It can become addictive, and you lose track of time while you're playing. Your parents are gonna scream when they see the electric bill.

review SEGA 32X



Ever since he gunned his first hog, Jeff Lundrigan has loved the feel of riding on two wheels. Let him get dirty...

the 32X is a nice little machine that does exactly what Sega claims it does. There's no denying you get a fair amount of hardware power for your hard-earned money.

The first crop of software for it wasn't too bad either — not great, but not bad. However, with the release of *Cosmic Carnage* (see our review last issue) and this clunker of a racing title, it's clear that the software still isn't anywhere near what the hardware can provide.

I admit that some of the backgrounds in *Motocross Championship* look pretty good, but with a 32-bit processor and a palette of 32,000+ colors, it would be a real surprise if they weren't. Which is why it's such a mystery that most of the graphics in the foreground are as bad as they are—the characters are so blocky they almost look like something from an 8-bit game. The controls are sluggish too, and even though there are a lot of tracks, they all look pretty much the same.

When you try two-player mode, the blockiness isn't as bad, but the quarter screen view each player gets is so tiny you're liable to have Game Gear flashbacks. The bottom line is that if you're looking for two-wheeled action on your 32X, pick up Road Rash 3 for Genesis — at least it's compatible. GP



Of course, some of the backgrounds are nice, and the transition screens sure look good, but how much does this add to game play? Well, basically, zilch.



The bad and the ugly. The characters in *Motocross*Championship are big and blocky, unless you try the two-player mode, in which case the screen for each player is so tiny, the winner is be the one who can fend off eyestrain the longest.



Watch out during the opening seconds of every race — the Al for the computer controlled opponents is so poor, everyone runs into everybody else as they charge across the starting line.





Every track looks a lot like every other track, and they all have the same sets of obstacles, just stuck in different locations — mud puddles knock you over every time.



SEGA 32X info

GENRE racing

PLAYERS 1 or 2

LEVELS 12

DIFFICULTY medium

SAVE FEATURE password

MEGS 16

RATINGS

GRAPHICS

6

↑ The backgrounds and transitional scenes look great.

Both the tracks and bikers look blocky and awful.

MUSIC & SOUND FX

7

• OK, OK, I admit that the music isn't too bad.

However, the sound FX should be described as primitive at best.

INNOVATION



♠ This is the first motorcycle race game for the 32X.

When push comes to shove, there's not very much new here.

GAMEPLAY



♠ It's simple to get out front and win once you get the hang of things.

The game is sluggish to control and not too nice to look at.

REPLAY VALUE



◆ There are lots and lots of muddy, bumpy tracks...

...all of which, unfortunately, tend to look about the same.

Mid-air

somersaults are

Aero's

He uses

them to escape the bore-

dom that sometimes

rears its ugly head.

specialty.



We knew he had bats in his belfry, but finding Vinny DiMiceli hanging upside down in the office was just too much!

kay, so Aero the Acrobat is back. We really don't need

to know why — we just need to know if the trip was really necessary!

I quickly skipped passed the opening sequence that tells me what the game is about and went straight to playing it. As it turns out, *Aero the Acrobat II* is your basic scrolling/collecting game — nothing more, nothing less. You move around from stage to stage finding hidden rooms



Collected stars give Aero some firepower.

and food for points. Things haven't much changed from the first time around, but that doesn't make it all that bad now, does it?

I was shocked to find myself continuously striving to make it to the next

ACT 1
COMPLETED

OVERALL Q'12

FREE MAN

A high overall grade can earn you an extra life!

level. Maybe it was the colorful graphics, maybe the ease of gameplay, or maybe it was my lack of a girlfriend, but I kept playing. And I did have fun.

l especially liked the snowboard sequence, which really puts your skills to the test. Because Aero is on the snowboard, you are unable to stop, so gameplay speeds up. You constantly have to

change speeds and jump to stay alive, and timing is essential to grab all of the prizes. It can get really tough.

Speaking of prizes, at the end of every sequence you receive a report card showing how well you did. You're given a grade on the percentage of bad guys you've 'killed' and items you picked up. If all those percentages average out to a decent grade, you receive an extra life. This really gives you an incentive to 'seek and destroy' everything in the game.

All in all, Aero II isn't that bad. To be totally honest, I don't think I would shell out 50 bucks for this one if I was on a budget, but it is worth a rental on a rainy day. **GP**



A quick burst can bust a bat! Serves those other bats right for turnin' against ol' Aero.

Aero's about to embark on his latest adventure, which may or may not be a good thing. I mean, his first title wasn't necessarily a bad game, but it didn't exactly set the video game world ablaze with full-tilt gaming goodness, either. But just look at the little guy, all excited and rarin' to go. Ya just gotta love 'im.



Winning a shell game can earn you extra points or another Aero! Bonus games like this add a lot.



Safe!!! Aero can now slide under obstacles.



Aero swings from bell to bell to get where he has to go.



Yet another bell smashes Aero into your living room!



Whoops! Don't get too close to the edge!



Aero's cannon blast is back and better than ever. Ready... Aim...



Fire!!! Use the extra height to find secrets.

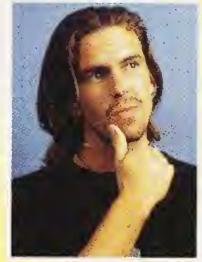


Aero dons goggles and mittens and hits the slopes! The Snowboarding is one of the coolest parts of the game. It's down-right frigid!

A SECOND OPINION

Like a bat out of hell, Aero zooms down the icy slopes and through 45 (count 'em, 45!) levels of side-scrolling mediocrity. Vinny hit the proverbial bat on the head when he said, 'nothing more, nothing

less'. I doubt Sunsoft will quote that on the box, but it describes this hohum sequel with simplistic perfection. The long awaited disco level, complete with psychedelic scenery



and disco tunes, is a real mind-bender, man. But after the flashbacks wear off, this game is just a mild trip. — Mike



Different levels bring tougher enemies, but a good jump on the head will send them home crying.

GRAPHICS

It's cool when Aero gets smashed up against the TV screen. Although the backgrounds are colorful, they are repeated over and over.

MUSIC & SOUND FX

This game is great when you've got some killer tunes on your stereo... ...'cuz the game music is repetitive and the sound effects aren't that good.

INNOVATION

♠ I always wanted to ride a snowboard and now I don't have to. But outside of the snow job, there's

GAMEPLAY

↑ Smooth and flowing, Aero II is fun to play and easy to figure out... ...and the farther you get into it, the more difficult it becomes.

not much new going on here.

REPLAY VALUE

◆ Once you get hooked, you wanna play all night. It's kind of a bummer that you've seen it all before.

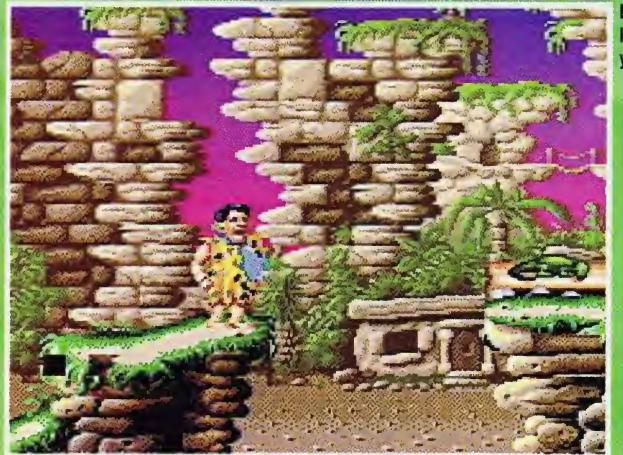
HILE FLINGSWES

Publisher & Developer: Ocean of America • now available • \$59.95

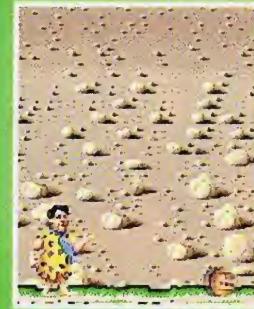


Someday, maybe
Darrell
Sasagawa will
win the fight,
then that cat
will stay out
for the night!
Wilma! Wilmaaa!

Bam Bam, and their only hope is for Fred to save the day! Fred collects as many gems and stones as possible in order to raise the ransom and rescue Pebbles and Bam Bam from the cracked



Be sure to look before you leap.



Let's go bowling!

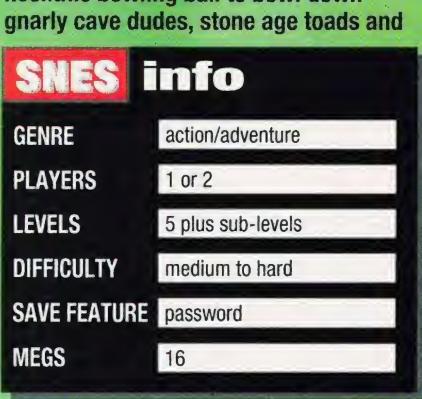


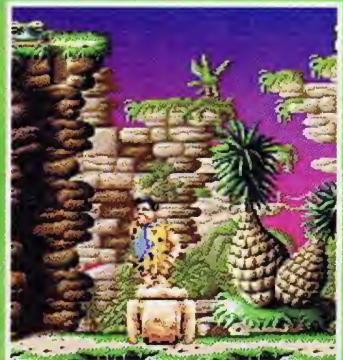
Not just another day at the office for Fred.

kidnapper, Cliff. Sounds easy, eh? Think again, my Cro-Magnon friend!!!

Poor old Fred is up to his prehistoric neck in Bedrock bedlam in this ridiculous game, based on the blockbuster movie of last summer. However, the only thing the two have in common is that neither one of them is very entertaining.

Fred's weapon of choice is a neolithic bowling ball to bowl down gnarly cave dudes, stone age toads and





Going up!!!



Don't waste your time with the buttons, just keep Pebbles and Bam Bam in the center of the screen.

baby Dodo birds. Not your style? Well then, use volcanic lava rocks to throw at anything that moves. Or, as a last resort, break out with a fossilized club to bludgeon all the wretched nasties.

Unfortunately, this game seems to be no more than just a small part of a movie merchandising blitz. It's really too bad because the game looks and plays very well, but in their efforts to make this game challenging, they totally forgot to make it fun. There is absolutely no incentive for you to keep playing. It's so boring and repetitive, it had me saying, 'Yabba Dabba Don't!!!' GP

RATIMGS

GRAPHICS

in the movie

The sad

↑ The characters look just like they did in the movie.

The sad thing is, that's the only thing I liked about this game.

MUSIC & SOUND FX

6

✦ Hilarious sound effects, especially the patter of Fred's feet when he's driving.
✦ The tunes are just your standard video game fare... Yawn!

INNOVATION

6

◆ The ability to play the game in surround sound is a nice touch.

Come on... the cartoon, the movie... not much innovation going on here!!!

GAMEPLAY

7

♣ For the most part, the control of the game is very easy and predictable.
♣ Lets just say that climbing is not one of Fred's strong points.

REPLAY VALUE

4

If you make it through this game, the last thing you want to do is play it again.
Like I said before, there really is no incentive to keep going in this game.



Action/Role-Playing! CD Animation!

Three Characters.
Two Outlaws.
One Serious Mess.

Over 2 hours of dialogue!

The ultimate SEGA CD™!

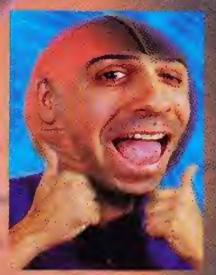


THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGATA, BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA COTM SYSTEM.



WORKING DESIGNS

Our games go to 11!



We secretly switched Vinny DiMiceli's basketball with this game. In most cases, he couldn't tell the difference!

ust when we were about to give up hope that an original video game would ever arrive at our doorstep, in comes Bouncers.

Now the concept of this game isn't all that original — basketball has been around for almost one hundred years but it's the viewpoint that this game gives you that truly is new. For the first time ever, you play the game as the ball itself. But these are no normal balls. They've got hands, legs, and personalities all their own.

The Bouncers run out on wacky courts with up to three hoops and try to bounce off each other and into the net. A close shot scores two points, and one from more than half-court gets you three.

To make things even more interesting, power-ups are available along the way. Things like cement shoes keep you on the ground, while parachutes help you stay afloat a little bit longer.

Plain and simple, Bouncers is great fun. The idea is truly funny, the graphics are superb and the game play is addictive. You're always gonna find the time to play Bouncers. GP



You can choose from eight different Bouncers — Chip likes it when you pick him!



If someone doesn't get out of your way, you can always give him a kick and send him to the ceiling!



Fu spins his chucks while he waits for you to make a move.



Being underwater greatly effects your ability to bounce.



With a rang of smoke floating above the monkey's hoop, Gog just will for six points!



At the haunted house, a bat can lift you up to the top of the screen, wing you helpless.

SEGA CD info

GENRE action/sports

PLAYERS 1 or 2

LEVELS 3

DIFFICULTY moderate

SAVE FEATURE none

MEGS n/a

RATINGS

GRAPHICS

◆ The Bouncers and all the courts they play on are fascinating.

♠ Most of the cartoons are classics, and the animation is really cool!

MUSIC & SOUND FX

◆ The sound effects are funny, and the game's creators supply the voices. With the exception of Spike's guitar, the soundtrack won't go platinum.

INNOVATION

♦ Not only is it the weirdest basketball game I've ever played... ◆ ...but I can see sequels going in many

different directions.

GAMEPLAY

◆ Even though control takes some getting used to, this game is one of the best games I've played.

◆ The cartoons are an extra bonus!

REPLAY VALUE

◆ With two players, you play until someone is crowned grand champion.

♣ For some reason, the one player mode isn't nearly as much fun.





He was itching to play the most recent game in The Simpsons series, but Doug **Brumley** ended up just scratching his head.

4:36

ey-hey, gang! It's time for a visit from the long-lost evil twins of Tom and Jerry! Bart Simpson's favorite cartoon characters, Itchy and Scratchy, have finally reached headliner status in The Itchy and



Itchy's mallet flattens Scratchy, but it's most effective on the army of tiny Scratchlings.

info SNES GENRE action **PLAYERS** 1 **LEVELS** 7 adjustable DIFFICULTY SAVE FEATURE none **MEGS** 8

Scratchy Game for SNES, but the only torture here is inflicted on the gamers who play it.

You might think the intense rivalry

between the two characters would at least provide for some interesting head-to-head action. Think again. You're in luck if Itchy's your favorite of the two, because he's the only one you can control throughout the game. Scratchy, his army of Scratchlings, and a variety of other enemies look to hit, poke, burn, and blast Itchy out of existence for seven levels. Both

Itchy and Scratchy begin each cartoon with a mallet but can find other, more damaging weapons

scattered throughout the stages. Once Itchy drains his cat friend of all his energy, he must use items

he collects from the

smashed Scratchlings to defeat the evil feline Scratchy boss.



reveal items, like these bones, that are needed to defeat the bosses.



Icon boxes are scattered about each level — they allow you to upgrade from your primitive mallet.

Game play

suffers from extensive repetition and poor control and, despite the large number of weapons included in the game, there are too few opportunities to pick them up. For true Simpsons' fans, the Itchy and Scratchy level in Bart's Nightmare is

still the best place to look for this duo. GP



Poor control really comes into play when you're trying to defeat the Scratchy-bosses at the end of each cartoon.



While the backgrounds change with

WESTE SCRATCH

Sticks and Stones May Break My Bones...

The true-to-the-cartoon punishment animations are the coolest part of The Itchy and Scratchy Game.

How 'bout a little fire, scarecrow?





Marvel at the precision with which a gun blast removes the skin from the bone.



Although the cartoons don't have a very sharp wit, several pointy weapons allow Itchy and Scratchy to poke fun at each other.

A SECOND OPINION

Oh, how the mighty have fallen. Is there no balm in Gilead? I've glued myself to the TV countless times in hopes that *The Simpsons'* super-cool cat and mouse

characters would make an appearance, and I've never been disappointed when they did — until now. Even the most devoted Itchy & Scratchy fan is gonna be hardpressed to find



anything good about this game. The poor design, embarrassing graphics and frustrating control makes you just as crazy as the game's demented duo — Chris

RATINGS

GRAPHICS

6 are

↑ The large Itchy and Scratchy sprites are a plus...

...but let's face it, this is an 8-bit game, so graphics are so-so.

MUSIC & SOUND FX

7

♠ Ahhh. Is that the lovely 'Itchy and Scratchy' theme song I hear? Yes it is.
♣ But that's the only thing you recognize from *The Simpsons*.

INNOVATION

2

I thought the cookie cutter used to make games like this was thrown away.

But the worst part is that it's not even a two player game!!!

GAMEPLAY

3

Controlling Itchy is as bad as directing three blind mice.

The weapons make this game, but they're too few and far between.

REPLAY VALUE

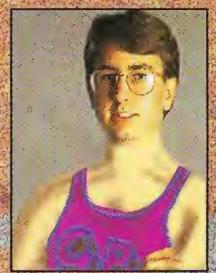
3

They fight and bite, and fight and bite and fight...

...but the action never changes over seven different backgrounds.

35%

Publisher & Developer: Digital Pictures * now available * \$64.99



SEGA CD

The residents quickly realized they'd all have to change their locks after Doug **Brumley** was awarded the key to Slam City.

o matter how hard you practice your outside jumper or how many lay-up drills you do, your odds of ever stepping on the court with Scottie Pippen are pretty slim. Fortunately, Digital Pictures has decided to increase your chances by including Mr. Pippen as the final challenger in its newest four-disk 'video' game, Slam City With Scottie Pippen for Sega CD. Unfortunately, you've got to earn beaucoup respect points to even get a good look at the member of the three time world champion Chicago Bulls.

This first person streetball sim puts you into the high tops of Ace, an up-andcoming hoopster who must prove himself against four competitors — Fingers, Juice, Mad Dog, and Smash, Every time you do something positive you earn respect, but poor plays take it away as quickly as it came. Once you gather up one billion respect points - don't worry, the game is fairly generous your wish to challenge Pippen, mano-amano, is granted.

While the game's movie-like design and intriguing courtside characters makes it entertaining to watch, Slam City doesn't effectively sell the feeling of interactivity between you and your video opponent. Demanding control requires button pushes within a precise window, and detecting those openings on video is often quite difficult. This reduces the game from a fluid blacktop hoop sim to a rigid reflex test that's more fun to watch than it is to play. GP



Blocking shots earns respect and is the most effective way to delay your opponent from scoring, but he or she always retains possession of the ball after a rejection.



Stealing automatically gives you a basket if successfully executed, but it's nearly impossible to do against the top three challengers.

Courtside characters like Dolla' Bill appear occasionally to add their two cents.





When you see an opening, press the break button and a direction to blow by your opponent. If you break at the right time, you pull off a super slam that earns mega-respect

SEGA CD info

GENRE sports

PLAYERS 1

LEVELS 5 opponents

DIFFICULTY hard

SAVE FEATURE backup ram

MEGS n/a

RATINGS

GRAPHICS

♦ You can't beat full-motion color video that fills three fourths of your TV. It still looks like you're watching the action through a screen.

MUSIC & SOUND FX

♠ Trash talk and hip-hop beats provide the streetball atmosphere.

Scottie's catchy rap debut is the title track for Slam City.

INNOVATION

♠ Bigger and better video surpasses earlier Digital Pictures releases. You need a billion points to face Scottie Pippen.

GAMEPLAY

◆ Your on-screen Ace responds immediately to your commands...

...but you rarely feel like you're interacting with your foe on defense.

REPLAY VALUE

◆ There are over two and a half hours of video clips to see. You have to sit through hours of

repetitive game play to face Scottie.





He once worked a 5,000 piece puzzle only to find that the final piece was missing. Doug Brumley has never truly

recovered from that nightmare.

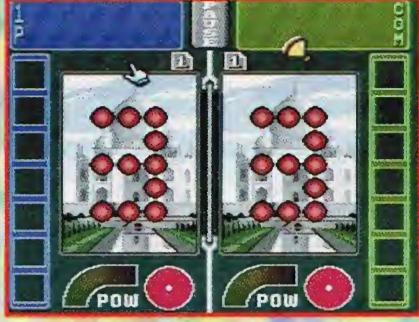
hat do the games like Panic! and WildSnake have in common? Well, nothing really, except that they both fall within the vaguely defined boundaries of the puzzle genre. And while puzzlers grow more and more diverse and inventive, Atlus has made its mark by livening up a plaything that's stood the test of time: the jigsaw puzzle.

Pieces lets you pit your puzzle-solving abilities against a human or computer opponent, racing to see who can fill in all the pieces of a jigsaw puzzle the fastest. A variety of special items — some help you, some hinder your challenger — fuel the competition and keep the game from being as simple as it may first appear.

Computer opponents become increasingly more difficult with each passing stage, which consists of a race to complete three puzzles. Handicaps can be implemented to even things up when two humans square off, and a jigsaw mode (along with a multi-player adapter) lets up to five players work at a puzzle simultaneously.

Adjustable difficulty and simple controls make *Pieces* a breeze to jump into, and the game's challenge and wide selec-

tion of puzzles keep you attached. The only drawback is that once you've become familiar with a puzzle, it's much less fun to complete when you come across it again. While the game is not as relaxing as working an actual puzzle — there is nothing relaxing about *Pieces* — it provides an entertaining alternative for those rainy days. **GP**





The quicker you place pieces, the more power you gain. That power gives you tricky items along the side of your board that you can use to frustrate your foe and ensure victory.

POW



POW V

Once you beat the computer challenger in a race to complete three puzzles, you move on to test your skills against the next, more difficult opponent.



Jigsaw mode lets you choose the level of difficulty and genre of puzzle themes while also allowing up to five players to work simultaneously.

SNES info

GENRE puzzle

PLAYERS 1 to 5

LEVELS 8 – over 100 puzzles

DIFFICULTY medium

SAVE FEATURE none

ONTETENTORE

MEGS 8

RATINGS

GRAPHICS

♦ Simple icons and a well-designed playing board makes the action easy.
 ♦ Lively cartoon-style graphics offset the realistic puzzles.

MUSIC & SOUND FX

♣ Fast-paced elevator music accompanies the puzzle-solving nicely.
 ♠ You can turn the tunes off when they get too repetitive.

INNOVATION

A unique premise expands the puzzle game genre.

It's a distant relative of games like Tetris or Mean Bean Machine.

GAMEPLAY

Pick-up-and-play controls keep the game simple and fun.

• Special items heat up the action by

♦ Special items heat up the action by aiding you or thwarting your opponent.

REPLAY VALUE

Jigsaw mode lets up to five players work simultaneously.

The same puzzles reappear and once you work one, it becomes easy to solve.



He knows exactly what evil lurks in the hearts of men, and that's why Mike Salmon is never gonna have a daughter!

he dark forces of evil are at it again, and this time the Shadow is answering the call to save the city. The movie, starring Alec Baldwin, was surprisingly decent. Can the game equal the action and excitement of the movie? No way - not even close.

The Shadow is just another Final



Special powers like this Dash are what make the Shadow a super-hero.

Fight clone that tries to use the popularity of a movie to sell the game. Well, I'm not buying! You control the Shadow and beat your way through 25 tough and extremely

repetitive levels. There are special moves like Invisibility, Devastation, and Dash, plus you can pick up mailboxes, garbage cans, baseball bats, lead pipes, or knives and use them as weapons. However, it doesn't matter what weapon you're using, 'cuz you just beat up the same bad guys level after monotonous level.

This game could've been great if it wasn't just running left to right and punching. If you had to search out the bad guys, then beat them up, this game would've had something of interest. But as it stands, the action in The Shadow is barely adequate.

The Shadow looks good and some of the backgrounds are great (the Empire State Building is cool), the sound is adequate, and the control is good. So, if you loved Final Fight, you're gonna be happy to know The Shadow is just like it. But if you're waiting for an original game idea, The Shadow is not the answer. GP



Punching, kicking, and throwing are standard Shadow moves that are exciting the first time, but quickly lose their appeal soon after.







A gun fight on top of the **Empire State** Building adds a little twist of excitement.



Batter up! Time for the Shadow to crack some skull. Picking up bats, knives, and lead pipes give the Shadow some extra fire-power.



Big ugly bosses — what would a side-scrolling action game be without them (hopefully something different, for once)?

info

GENRE action

PLAYERS 1

LEVELS 25 +

DIFFICULTY variable

SAVE FEATURE none

MEGS 16

GRAPHICS

◆ The Shadow is big, dark, and tough. The backgrounds look good. There's not enough variety in either

the levels or enemies.

MUSIC & SOUND FX

♦ While the music and sound effects are intense and solid... ...the music runs on a very tight loop,

and there are only three sound effects.

INNOVATION

♦ Here's a plus! Some of the special moves are new. Other than that, this is an innovative-

GAMEPLAY

+ Final Fight fans are gonna recognize this game for what it is.

free game. Can you say copycat?

After a couple levels, extreme boredom sets in.

REPLAY VALUE

♠ It's a tough game and it's gonna challenge you.

That would be the only reason to play this cart again.



Flink certainly doesn't look like your typical wizard, but at least he's got a cauldron to show for it. To be honest, our little guy is only an apprentice, but he's got a heck of a lot of magic spells up his sleeves. At least that's what the citizens of Imagica Island believe. They've entrusted him to locate the missing island leaders and to destroy the Demon Guardians that stand in his way.

Spell-binding and hair-raising, Flink will capture you heart.



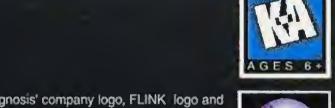


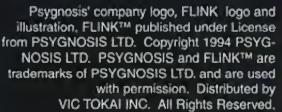
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



VIC TOKAI INC.

22904 Lockness Avenue Torrance, CA 90501







Jurassic Park II The Maos Continues

Publisher & Developer: Ocean • now available • \$55-65



Shooting Raptors in the jungle ah, the good old days.



Pick your mission from this high tech gadget and you're on your way.



His lifelong dream, Disco Park, closed last year after one of the Bee Gees escaped and started killing visitors with his

deadly falsetto vocals. Now Mike Salmon is selling his leisure suits to pay off the lawsuits.

hy can't men and dinosaurs just get along? That's right — the fifth *Jurassic Park* game to come out in the last year for the 16-bit platform is here, and you don't get to shoot that miserable Barney in any of 'em.

Jurassic Park II — The Chaos
Continues (which is now gonna be known as JPII for obvious reasons) is the sequel to the best dinosaur shooting game yet,
Jurassic Park for the SNES. JPII looks and plays great, but is a definite let-down from the varied action of the original. You go back to the island and have to complete six long, tough missions in order to restore order.

There's a bunch of these evil guys with grenades. Real scary!

One or two players can join in on the mass carnage of dinosaurs and evil humans. A wide variety of weapons and enemies makes each mission

different and keeps you playing.

The rich graphics put you right in the jungle and the screeching dinosaurs send chills up your spine. However, none of the original levels of the first are here and it's basically a side-scrolling shooter. *JPII* looks and plays like a *Prince of Persia* on steroids, which would be great if we

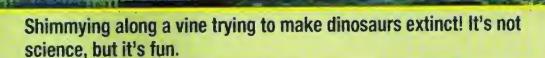
weren't expecting more.

Jurassic Park II: The Chaos Continues doesn't have much in the way of innovation, but it looks and plays just as good as any game of its kind. So, if you've gone dino-nutty or just love solid dinosaur blasting action, JPII is a fine blast from the past.

THE DINO DECATHLON

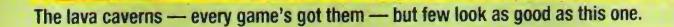


Hanging off a ladder and blasting bad guys is one of many talents.











SEEING DOUBLE Twise the Fun



The two player mode brings back memories of Ikari Warriors.



SNES info

GENRE

action

PLAYERS

1 or 2

LEVELS

6 missions

DIFFICULTY

hard

SAVE FEATURE none

MEGS

16



And don't forget to argue over



This big fan stands in your way and is sucking you in!

A SECOND OPINION

who made the kill. FANDANGO! Fanning the Fire

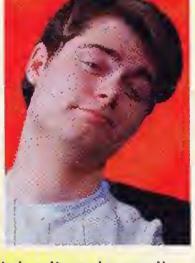


A few good shots and, boom, you're in. You know, they're just not making those fans the way they used to in the old days!

better and sometimes a lot worse. It's like a watered-down version of *Contra* — the action isn't as explosive, but what's left is still pretty good. The only thing that really stands out is the

You've seen this one before, sometimes

music. The Dolby Surround sound is amazing! If you're not playing on a decent stereo setup, you're missing half the game. Unfortunately, the rest of the game is



simply your standard take-it-or-leave-it side-scroller. Still, it's better than the Genesis Jurassic Park games. — Chris



Wait a second! How did this guy get behind the fan? Those bad guys are so tricky.



'I need the ammo.' 'No, I do!' This is the common problem of the two-player game.

RATING

GRAPHICS

♠ Great use of the SNES color palette brings the game to life.

You know, for dinosaurs, these things sure are small.

MUSIC & SOUND FX

The totally great soundtrack lends a serious mood.

◆ There are only a few sound effects here, but they sure sound great!

INNOVATION



◆ Choosing your mission is just a little bit different.

But everything else in this game is just well-done rehash.

GAMEPLAY

◆ The control is great and the action is very intense.

Believe it or not, shooting dinosaurs can get a little stale.

REPLAY VALUE



♠ All of the six the missions are challenging and different.

You're still running from left to right shooting everything.

GENESIS review ORIZONS

Publisher & Developer: Koei • now available • \$76.95



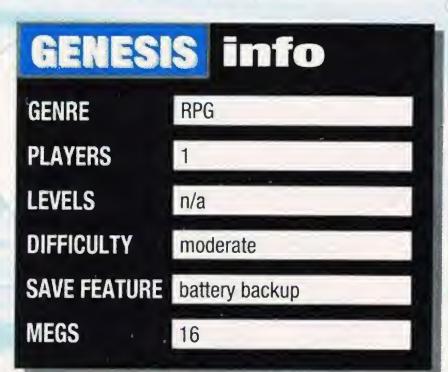
After many accident-free years of riding the Staten Island Ferry, Vinny DiMiceli booked passage on the good old Titanic.

othing beats a day, a week, a month, or even a year at sea. The sun on your brow as you swab the deck, the smell of the salt in the air, and the occasional case of scurvy from a vitamin deficiency. Yeah, a vitamin deficiency. That's what I thought I had while playing this game.

This game gives you a chance to take six different characters on six different journeys. You can be any one of the heroes (or heroines) and play a different game every time — or so it would seem. All the characters end up intertwining, so basically no matter who you choose, you end up doing the same thing. You talk to different characters and you get the same answers. Don't expect many differences.

But the problem is that the game isn't much fun. The game's premise is set up automatically. When you set sail, an auto sail option does it for you. The dialogue between the characters is long and drawn out, and when it tries to be funny, it isn't. An RPG doesn't need good graphics to be a good game, but these graphics are atrocious.

Don't stow away on this ship. Stay home and suck on a lime. **GP**





choose from six different characters — each with their own (different?) mission.

You can



Dialogue between characters is boring and drawn out.



Once
oceanbound,
you can
sail
around
the boot
of Italy, or
stop in a
port for
some
pasta.

Duels

between

captains



only
require you
to input
offensive
and defensive
commands.



Here is the exciting sea battle scene in all its glory.

Each village you visit has a dog that is probably the most inter-

esting character in the game.

RATINGS

GRAPHICS

The close-up portraits of the character's faces are nice.

But that's about all you can cheer about in this game.

MUSIC & SOUND FX

What sound effects there are sad and pitiful things...

...and the music is as annoying as it could possibly get.

INNOVATION

→ You can give your characters names like Hugh Jass.
 → The computer controlled intro should have been left to the manual.

GAMEPLAY

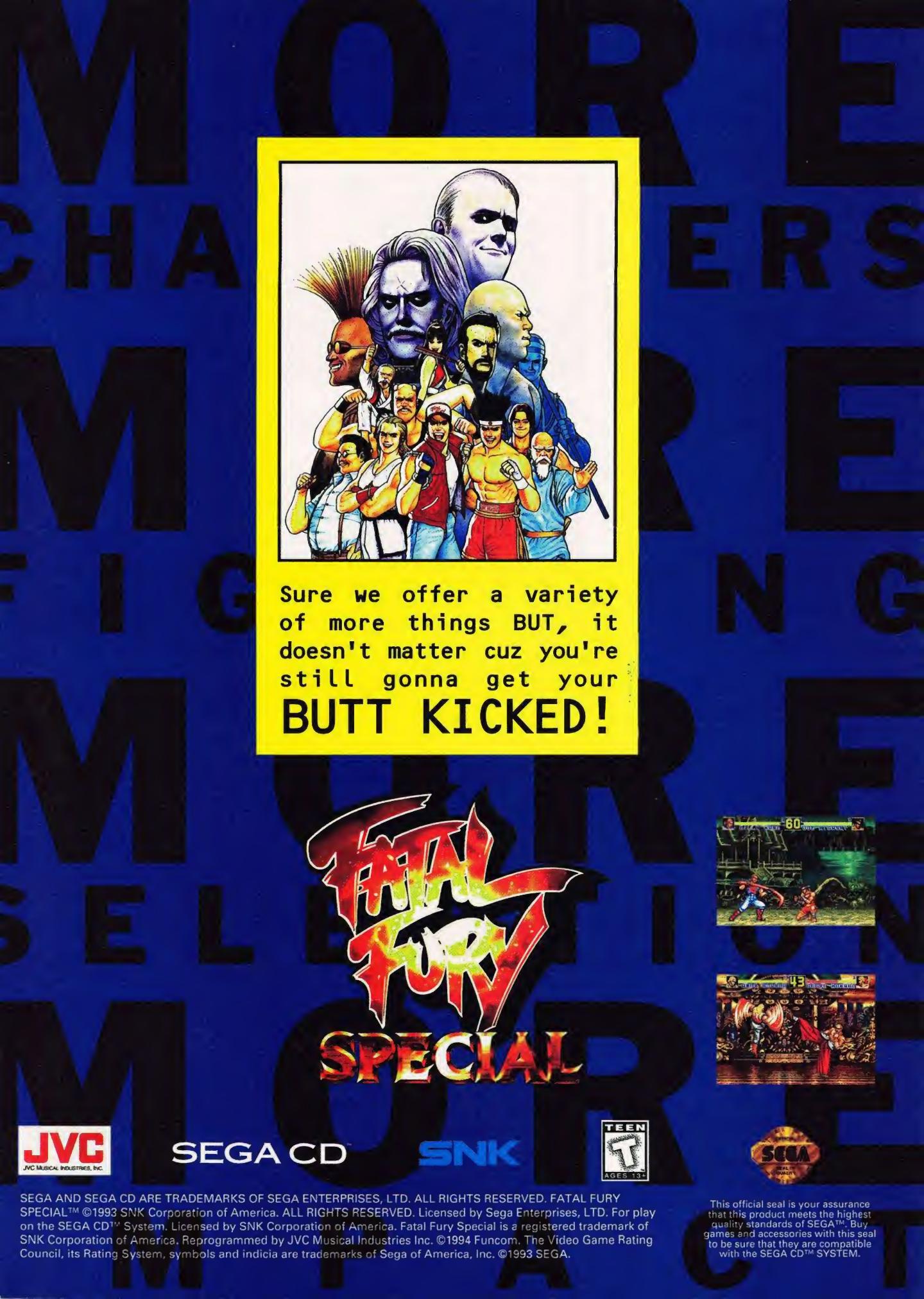
♦ It's easy to move the character around the screen and sailing is easy.
 ♦ All the fight sequences are way less than realistic.

REPLAY VALUE

There are no whirlpool sequences in this bomb.

If you were caught in a whirlpool, you'd be forced to keep playing.





SOMETHING SOMETHING SOMETHING MENANTAL



Some games just keep coming back. So does **Jeff Lundrigan**, even though we keep taking away his damn compass.

Publisher: Activision • Developer: Red Line • Genre: Action \$60-65

en years later, Pitfall Harry is back, and what's more important, Harry Jr. is around, too. The son of that video game pioneer is starring in his own adventure, plunging deep into the jungles of South America to rescue his famous dad.

It's fitting somehow that there should be a CD-ROM version of this game — a classic comes back and takes advantage of all the latest technology. It's also fair to say that of the SNES, Genesis and Sega CD versions, this is easily the best.

The designers have added an additional Ruin, Temple, and Waterfall stage, so the game has thirteen stages instead of the original ten. It's also important to note that the music is excellent, and the sound effects have been replaced with live sounds that were recorded in the rain forests of Central America.

But possibly the most impressive feature is that the background sound effects have been recorded in an especially deep version of surround sound. If you've got a setup that can take advantage of it, the sound mix is nothing short of startling.



02786



The CD version includes a 'Digital Video Introduction' — don't let 'em fool ya, it's just a blocky-looking snippet from the TV commercial.

All the action from the other two versions is here. Ziplines, spring vines, you name it.





You can't really see the most impressive thing about this CD-ROM title. The sound and music are this version's best feature.

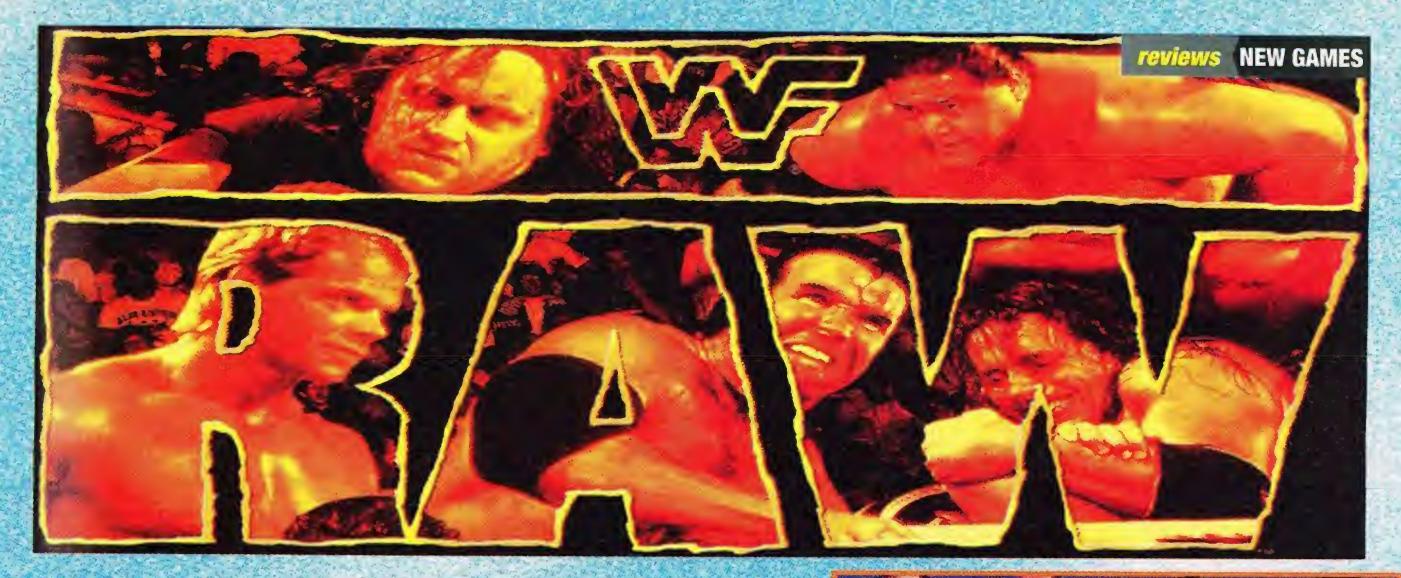




Oooo, fighting skeletons in a ruined temple — really scary, eh gang?



Oh, and it's worth mentioning that the entire original Pitfall game is still hidden in the CD version, just like in the SNES and Genesis games.



Publisher: Acclaim •

Developer: Realtime Associates •

Genre: Action •
Game Gear: \$40-50 •
Game Boy: \$35-45

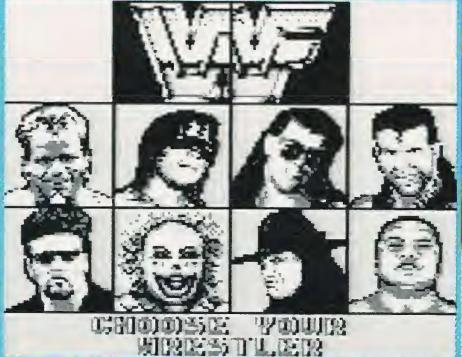
kay, WWF Raw for SNES and Genesis were mild disappointments — nothing particularly wrong with them, they just weren't much of an advancement over previous 16-bit WWF titles. However, they were enjoyable on their own level. The Game Gear, and especially Game Boy, versions, are little more than excuses to suck more cash out of the license from unwary gamers.

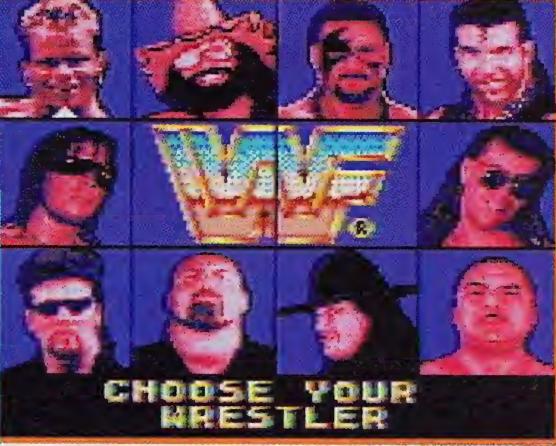
All right, I know that handheld screens are tiny, but given the fact that you're going to be squinting anyway, you'd have thought the designers would have taken pity on us hapless gamers, sacrificed the view of some of the ring, and made the characters as large as possible. Nope, didn't happen. The Game Gear version isn't too bad. It's not great, but at least it's in color, and it includes ten WWF stars, as opposed to the Game Boy's meager eight.

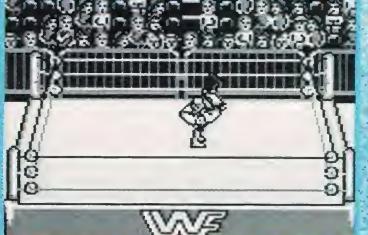
Hardcore WWF fans might want to take note that there's a slightly different mix of characters in each version: they share seven characters, but the Game Gear adds Crush, Bam Bam Bigelow, and 'Macho Man' Randy Savage. The only character that's unique to the Game Boy version is Doink, which seems oddly appropriate.

If you've got to have a handheld WWF Raw, avoid the Game Boy version and pick up Game Gear. However, if you've got a choice, stay the hell away from both. A clothesline from the Undertaker hurts less.

Note that the Game Gear version has ten wrestlers, while the Game Boy has eight. Note that the only wrestler you gain on Game Boy is Doink...







The game Boy version has pretty lackluster moves, and squinting at that tiny screen is downright painful.



At least the Game Gear version is in color. The animation is slightly better as well — better, still not good.

GAME GEAR

GP RATING 5000

GAME BOY

GP RATING 4000



However, both versions manage to pack in at least a little WWF excitement: climbing the turnbuckle...

...and fighting outside the ring. Please note that you can't fight in front of the ring, and there's no foreign objects to bash each other with, but you can climb out to either side.



16290

MARCHING INTO YOUR LIVING ROOM

March Madness is right around the corner, and EA Sports is ready to celebrate the event with *Coach K College Basketball* for Sega Genesis. The engine of *NBA Live '95* has been reworked to simulate the college atmosphere by including zone defenses, Duke coach Mike Krzyzewski's scouting reports, and college chants. 32 top college teams and eight all-time championship teams have been enlisted for the race to Number One, but perennial favorites North Carolina and Georgetown declined to participate.

By the time you read this — or at least soon after — players across the country are gonna be trying to unlock a Whole new set of codes in NBA Jam Tournament — Edition. The original NBA Jam and the truckload of power-ups and secret characters contained therein were the topics of conversation in video game citcles shelves with many more players, stats, and tricks than the original. Get those cheat sheets ready!



MEHIELANDRETTS INDUCATE CHALLENGE

Publisher: Bullet Proof Software •
Developer: Genki Co., Ltd • now available • \$69.95



Looks like it's quite a dreary day at the track, huh? Well, get used to it since each course features the same horizon and gray skies.

competitive. Less than a year after Mario Andretti released his own racing title under the EA Sports label, his son Michael Andretti has pulled into the running with Bullet-Proof Software's Michael Andretti's Indy Car Challenge for SNES. Unfortunately, father knows best in this case. Michael's entry

THIS IS A FAST TRACK WITH VERY LONG STRAIGHTAWAYS. THE STRAIGHTAWAYS. THE STRAIGHTAWAYS. THE STRAIGHTAWAYS ARE GONNECTED BY A SERIES OF SHORT TURNS, SO QUICK AND RESPONSIVE STEERING IS A BUST.

Michael's tips before each race can be helpful when it comes to making adjustments. After all, he is the professional.

lacks the control and variety of Mario Andretti Racing.

Graphically, Indy Car Challenge looks similar to many other racing games on the market, but fails to convey a sense of speed. Details

like skid marks on the track and sparks from under the car add nice touches, but choppiness in car animations takes away from the realistic portrayal of the sport. With regards to sound effects, the hum of the engines grows old as does the well-digitized phrase 'slow down' from Michael Andretti that seems to crop up at every turn. But a wide range of musical accompaniments

— from a bluesy piano to a rockin' guitar — spice the game up nicely.

Game modes include a twoplayer split screen challenge, a one-player 16-race championship series, and a practice mode. The championship, which begins in Australia, and then dances around the States for the final 15 venues, requires you to qualify for a starting position and allows you to significantly alter your car's performance by modifying tire pressure, downforce, and gear ratios prior to each race. Michael helps the decisionmaking with advice for each track. While the other racers are quite competitive, there's no opportunity to adjust the difficulty or even increase the number of laps per event once you've become more experienced. Despite Michael Andretti's success in the world of Indy cars, racing fans find nothing in his Indy Car Challenge that hasn't been done before. The lack of variety, especially in the backgrounds, from one track to another leads to very monotonous driving once vou've taken a few checkered flags.



Make modifications to your car to change its characteristics. Bar graphs at the bottom of the screen show the effects as you make changes.



In two player mode a split screen gives both racers a good view of the action.



The map of the track helps you prepare for the next turn, but the lack of a rear-view mirror keeps you wondering how safe your lead is.



You asked for it...

The Ultimate Football Game is Here!

SPECIAL EDITION

Tecmo will be releasing TECMO SUPER BOWL II: Special Edition just in time for Super Bowl XXIX. This is a Special Release and is available for a limited time only and in very, very limited quantities. Don't miss your chance to have this limited release item. Reserve your copy now!!

CHECK OUT THESE AWESOME FEATURES!

STANDARD FEATURES

- For one or two players.
- All 28 NFLTM teams.
- · Real players, endorsed by NFLPA.
- · Three year roster and schedule (18 weeks each).
- Team, player stats and data.
- · Weekly standings.
- You call the plays.
- · Player substitutions.
- Tournament-style play.
- · Create your own Pro Bowl.
- · Weather factors, fair, rain or snow.
- · New cinema screens.

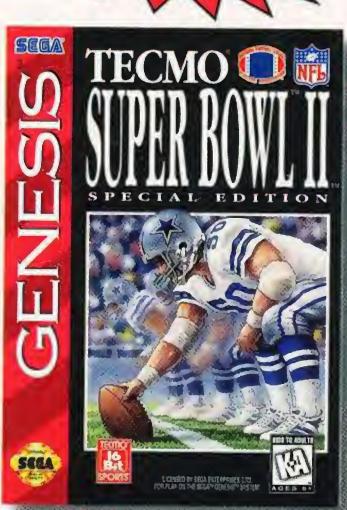
TECMO*

- · Speech and music.
- · Dive play and touchbacks.

SPECIAL EDITION FEATURES

- · Player trades.
- Changeable defensive formations.
- · Fake punt and fake fieldgoal plays.
- · Quarterback audibles.
- · Auto schedule (updated every year based on previous year's record).
- Twice as many offensive plays.
- · More realistic sound.
- · Larger simulation of field.
- More realistic simulation of players.
- Spinning, dragging action added for more realistic movement of players.
- · Maximum record-keeping capability with back-up battery.







Reserve a copy at your favorite game store today!





SUPER BOWL and NFL Shield Design are trademarks of National Football League. © 1994 NFLPA Officially Licensed Product of the National Football League Players Association

Gather your friends together for your own Super Bowl Party. Get Tecmo Super Bowl II: Special Edition and GO FOR IT!



This official seat is your assurance that Nintendo has approved the quality of this product. Always took for this seal when buying games and accessories to ensure complete compatibility with your Super

Nintendo Entertainment System.

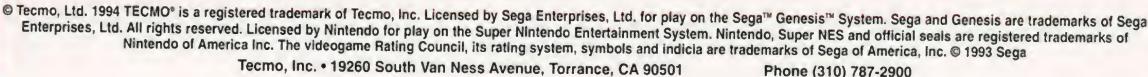


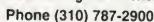
GENESIS



This official seal is your assurance that this product meets the highest quality standard of Sega™. Buy games and accessories with this steal to be sure that they are compatible with the Sega™ Genesis™ System.







TECHO SUPER BOULL II:



Big plays like touchdowns and sacks initiate cinema screens that provide a nice break from the small sprites.

Publisher & Developer: Tecmo, Inc. • now available • \$69.99

here's no telling where sports games would be today if it wasn't for the 8-bit NES Tecmo Bowl. That product, along with R.B.I. Baseball, introduced an entire generation to the genre which has seen great success in recent years. Now the folks at Tecmo are reminiscing a bit with Tecmo Super Bowl II — Special Edition for SNES, a spiffier version of the last SNES game that incorporates new features and the latest NFL rosters. Unfortunately even with the nostalgia factor; the game is no match for the top gridiron titles on the SNES market.

First of all, Tecmo Super Bowl II — Special Edition is a difficult game to jump right into. Finding the play you want to run — and even understanding the play diagrams — can be quite confusing until you get your bearings. As in the earlier versions, plays are chosen with controller combinations such as Up and A or Right and B. The offense has access to two playbooks each with four running plays and four passing plays. While having only sixteen plays at your disposal may seem a bit limiting, plays can be replaced with others at any time and there are quite a few to choose from. The defense first chooses from four formations (goal line, normal, nickel, and

dime), then attempts to select the play the offense chose from the offense's playbook.

Once both teams have made their selections (there's no play clock), the action moves to the horizontally aligned field. Defensive players have only until the snap of the ball to select the specific team member they want to control—once the ball's snapped there's no changing players! The tiny size of the sprites also makes it impossible to determine whether the quarterback handed the ball off or merely faked it, which can leave

your sole human controlled player far away from the action.

On offense, the horizontal field adversely affects play in two ways—receivers run off screen where it's impossible to see if they're covered, and





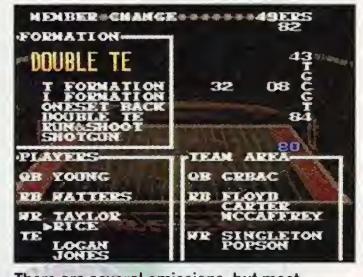
The horizontal field not only limits your view of downfield receivers, but it also doesn't scroll ahead far enough for runners to see tacklers ahead.

the computer.
Despite its few
design flaws and
lack of realism,
Tecmo Super Bowl
II — Special Edition

is still a simple, fairly entertaining game. This game just doesn't belong on the same field as *Madden NFL '95*, *NFL Quarterback Club '95*, or *NFL '95*.

since the field doesn't scroll until a runner reaches that side of the screen, ball carriers are often suddenly tackled by defenders who wait just offscreen. Cycling through receivers one-by-one until you reach the intended one also frazzles your nerves as does the fact that hammering on the A button is the only way you can shake defenders.

The inclusion of trades, injuries, seasonal play, and a pro bowl game give this title some depth beyond game play and a two-player option allows you to find a challenge more formidable than the weak artificial intelligence of



There are several omissions, but most of the game's players, stats, and attributes are taken directly from the NFL.



Choosing a play can be a little confusing at first. The left four are passing plays that use the B button and a direction, and the right four are running plays that use the A button and a direction.



ESPAN NETTONE OCKEY MAGE

Publisher & Developer: Sony Imagesoft • now available • \$69.99

t my house, National Hockey Night on ESPN isn't a telecast — it's an event. For three hours the phone goes off the hook, the snacks (preferably bowls of Chex mix) are at the ready, the channel surfing stops on ESPN, and the remote is placed somewhere out of my reach. Needless to say I've had a little more free time this winter thanks to the lengthy NHL work stoppage, and when Sony Imagesoft's ESPN

when you execute a big hit or your

goalie makes a beautiful save, the action on the screen freezes momentarily as the disk accesses. After a few seconds a video clip of an NHL play that closely resembles the event in your game appears. When the clip is over there's another period of access time before

you're tossed back into the action in mid-stride. Fortunately, you can toggle the video interruptions from frequent to infrequent to none.

The CD-quality sound brings

the telecast's theme music to life

sound effects, but most of the time

and provides for some realistic

You can determine how often video clips appear (if at all), but when they do the action stops for several seconds, the video runs, and after another waiting period you're thrown right back into the action.

View the action from either a horizontal or vertical perspective. The horizontal approach gives you a broader view of the ice.

National Hockey Night for Sega CD crossed my desk, I thought it might be able to partially fill the void. Unfortunately that wasn't the case.

The large player sprites, realistic animations, and a well-detailed ice surface give the game a positive first impression, but things soon go downhill fast. After you choose from the exhibition, season, playoff, and challenge game modes, sit through a few periods of access time, and see a couple of digitized video clips of ESPN's analyst Bill Clement, you take the ice. The controls have a loose feel, making it very easy to overskate the play or miss a body check.

I liked the idea of including pertinent video clips in the midst of the action, but the horrible execution of the idea totally ruined the flow of the game. Occasionally

crowded cafeteria than a crowded hockey rink. One of the more unique feature is the inclusion of two events in the All-Star Skills

Competition— the fastest man and skill shooting contests. Controls again hamper the fun, and despite following the directions from the manual. I still could not get my skater around the rink in the fastest man competition.

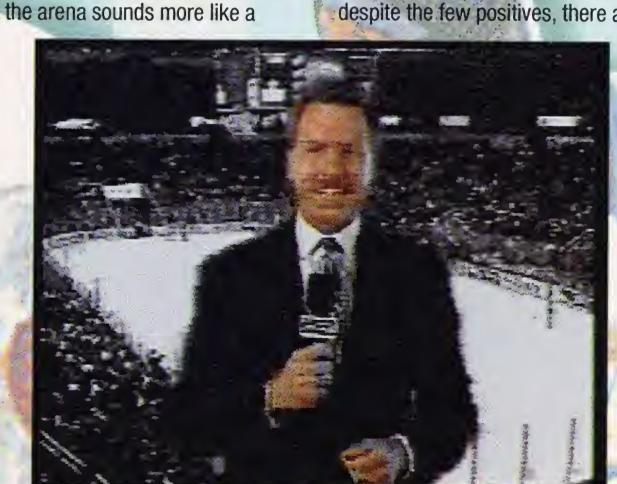
The fact that you can toggle the perspective between.

horizontal and vertical views is a plus, as is the inclusion of player photos alongside the rosters. But despite the few positives, there are

still way too many negatives (no instant replay, either) to warrant how hockey-starved you are.



The neatest aspect of National Hockey Night is the inclusion of a couple of events from the All-Star Skills Challenge.



ESPN hockey analyst Bill Clement hosts the festivities and offers his matchup chart before each game.



This is a Bible.



So is this.



Available now!

entertainment

A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



But that doesn't mean you have to.



SAMPLE TM TM

Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!



SEGA CD





SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. SAMURAI SHODOWN™ ©1993 SNK Corporation of America. ALL RIGHTS RESERVED. Licensed by Sega Enterprises, LTD. For play on the SEGA CD™ System. Licensed by SNK Corporation of America. Samurai Shodown is a registered trademark of SNK Corporation of America. Reprogrammed by JVC Musical Industries Inc. ©1994 Funcom. The Video Game Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1993 SEGA.







This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

RICEKS AND

NHL '95

Don't be a dumb puck! Hit the ice with our high-sticking strategy!



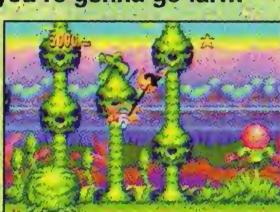






Twinkle, twinkle, little star! With our heavenly hints, you're gonna go far!!!







Our cunning clues can't be duplicated!







SUPER PUNCH QUI!!

You could be a contender! Just keep your gloves up and rely on our clobbering clues!







We give you the power! Will you use

it for good — or evil?







STRATEGIES FOR

Animaniacs.....



Donkey Kong Country	110
Doom	108
Earthworm Jim	109
Ecco 2:	

The Tides of Time..... 109

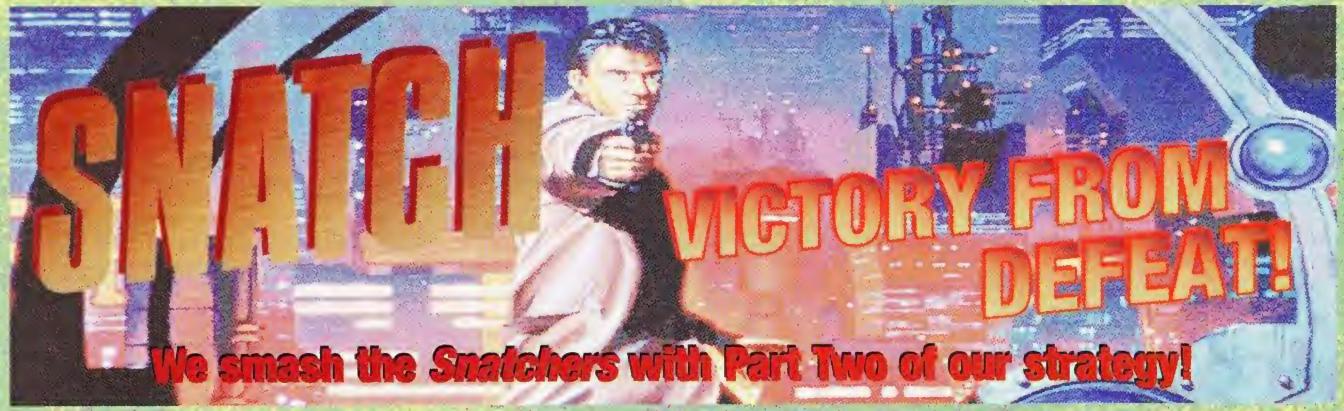


Final Fantasy III 112,	114
Jurassic Park	
Rampage Edition	109
Landstalker	114
The Lion King	108
Marko	110
NHL '95	100

Pitfall 10 Ristar Samurai Shodown......109, Snatcher.....



Sonic & Knuckles	114
Super Punch-Out!!	
X-Men	88
Young Merlin	





We haven't seen
Jeff Lundrigan
since he ran
from the office
screaming, 'The
Super Insectors!
They're everywhere! Get 'em

off me! Get 'em off me! Aaargh!'

Reviewed: 8#1, Score: 80%

BACK TO HQ

There's no future for you!



Mika
He'll be attending the Kyoto
Summit next month and he's had
a lot of meetings and stuff
related to that.

After meeting Napoleon at Outer Heaven, race back to HQ. Talk to Mika about the patient record you found, then ask about Harry and the Chief, then find out all you can about the Kyoto Summit.



Frustrated, get back in the turbocycle. Hey, it's a call from Jamie! She tells you about the secret underground section of Queens Hospital. Sounds like a lead. Let's go!

hen last we left Gillian Seed, he had uncovered evidence pointing to a Snatcher within the ranks of the Junkers themselves. The evidence pointed to someone named 'Benson.' But did that mean the Junker's engineer, Harry Benson, or worse, the Chief of operations himself, Benson Cunningham?

Racing back to Junker HQ, a million questions run through Gillian's fevered head. Who could the traitor be? If he figures out who it is, can he bring himself to shoot down someone who looks like a friend? How much longer can he put up with Metal Gear? Is he ever gonna score with Mika? These questions and more are answered in Part Two of our total coverage. GP





Gillian What? Outer Heaven matches? Harry had Outer Heaven matches?!



Next, you have to search through Harry's room, then the Chief's. Unfortunately, you find only a little evi-

dence in both rooms. Not much help here.

JUMP OUT HIT CLIFF

DRIVE INTO SANDFILE
PRESS BUTTON
PRAY TO GOD

Unfortunately, someone has sabotaged the brakes on your car! Run through every single option until the 'Pray' command appears, then try the command that prayer brings you.



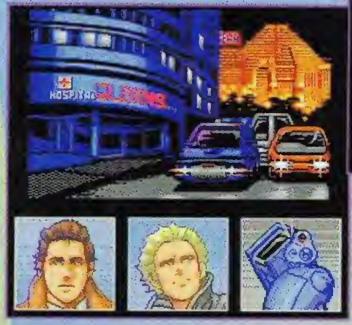
Fortunately,
Random shows up,
so you won't have
to depend on divine
intervention. A few
hair-raising min-



utes later, you're safe on the back of Random's bike, while the turbocycle gets smashed to bits! Say, did you have any insurance?

THE OLD SWITCHEROO!

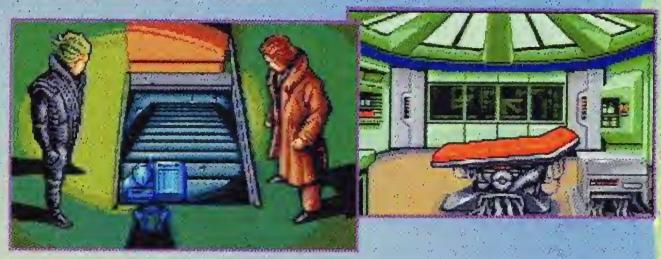
Things start to add up!





Inside the hospital, go back into room three. Look at and investigate the rails next to the desk, then the trophy on the desk to open the passage to the secret basement.

Downstairs, you find only two switches behind the reception desk. Hit switch one and enter the room.

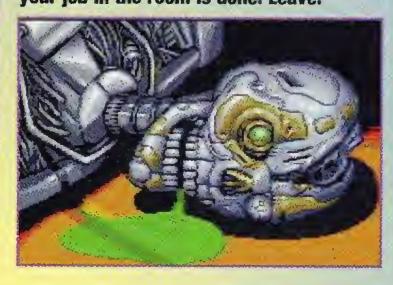






You have a 'Look Over' option on the menu. Use it, then examine everything in the room, then look everything over again and, uh, be ready for action.

Once you've taken down the Snatcher. your job in the room is done. Leave.





You've got to thoroughly examine both room one and two, then go back to the reception desk. By investigating the switches again, a '1 and 2 at the same time' option appears. Hey! Room three is open!



Ugh! Room three should have stayed closed! However, the remains of the hapless mortals can provide important clues — they were, let's face it, all snatched.





and investigating the remains. As it turns out, Metal Gear can reconstruct their faces from skeletal remains handy thing to have around.



Oh my god! The Snatcher in Junker HQ has been identified, and the worstcase scenario just got even worse!

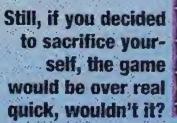


And it's worse because the bad guys have shown up. Led by the mysterious Chin Woh Oh, they're ready to fry you.



idea. Good news for you, bad news for him.

But then, Random has an





In the duct, turn on Metal's light, then go through and look at and investigate everything you can.





Oh, and by the way, there's a big swarm of insectors down there too, so, uh, keep alert.

With the Insectors beaten, you can advance down the duct until you come to a tunnel. Make sure you 'Talk' about everything you can, and the tunnel ends.



HQ HELL

Aren't things heating up a bit?



It turns out the
Snatcher's tunnel
comes up in the
tub in Freddy and
Lisa's apartment.
Who knew? Make
sure you check out
the picture on their
living room wall
before you leave.

Outside the apartment, there's a taxi. Oh golly, how handy! Just keep insisting on your destination until...



I'm a Junker! Take me er Headquarters, and do dy!

...Woh Oh! Time to get your blaster out again! Well, that's one way to avoid the fare. Things aren't looking too good back at HQ! One more time, look at and investigate everything. Eventually, the Booth appears under the investigate menu.





Metal opens the booth — Mika! Dazed but not dead, she tells you about the Snatcher sneak attack.



Making your way into the complex, things look awful. Harry is in bad shape and getting worse. Once he goes bye-bye,

go to the chief's office and start your search there.



return to the Chief's office
and take a gander at that little spreading po

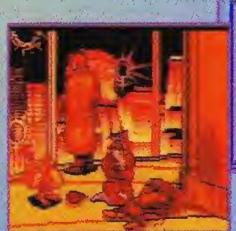
and take a gander at that little spreading pool of blood on his desk — yee-ha! More action!



Now you've got to go through the whole rigamarole all over again, this time searching everywhere for blood. When you've looked everywhere, head back to the front.



side, but for god's sake, don't hit Mika!





The aftermath is a little depressing, but nowhere near as bad as the call you're

about to get from Jamie. Then some plot happens, and the chapter ends. When you think about it, you realize you should have stayed in bed.

THE PAST COMES BACK

Hey, who the hell am I?



OK, just when you thought your day couldn't get any worse... The Kyoto summit is in less than three hours, and they're most likely going to deal with the Snatcher menace by dropping a nuke on Neo Kobe.



To try and pinpoint their location and avert disaster, you instruct Metal Gear to reveal



everything he knows about you and your past. Man, you're gonna feel old when he's through.



By using the slim clues you've put together, you manage to trace the Snatcher HQ (trust me, it ain't that hard. If you make a wrong choice, you simply get to try again).



Before leaving, say good-bye to Mika. You know, Mika's kinda cute...

CHURCH OF EVIL

Let us prey!

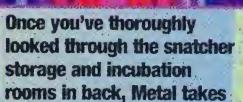
'Continue Back' option.





By now, you should know the drill — look at and investigate the building and area to get the 'Go Inside' option, then do the same with everything inside to get the





off to try and convince the Summit to use a localized particle beam instead of a nuke. Good luck. You continue on.

Look out! The Super Insectors come bounding out like frogs hopped up on double espresso. There's no advice I can really give here, but if you've got a pad with a turbo button, it helps.





Not again! More Snatchers. Still, after the horror of the Super Insectors, these guys are a piece of cake.



And behind door number three... Whoa boy! Not so fast with that popgun!



At this point, there's not much more for you to do. You've found Jamie, and the oldest man in the world, who somehow is the key to this mystery. From here



on in, watch and enjoy. Later folks!



The Claw Master!

Wolvy's not the strongest or quickest character, but with those adamantium claws, he can slash his way through most any situation. Go ahead, don't be shy...



Wolverine is one of the strongest characters, so go ahead and let the opponent come in close.





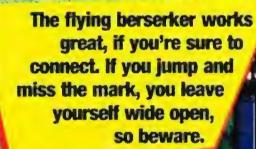


The 'berserker' special move does the most damage. Let 'em come to you, then let 'em have it -Berserker can take out up

Who needs fancy jumps anyway? Just climb the walls and slash anything that gets in the way.

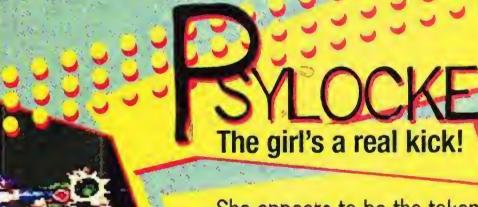


Wolverine is also strong enough to charge his way through without taking much damage. Try the running/claw move used repeatedly just don't run off a ledge.





Psylocke is best at hand to hand, so jump right in. The psychic knife does devastating damage and works on multiple enemies.



She appears to be the token female, but the not-so-little Miss Betsy Braddock is actually one of the game's strongest fighters. She holds her own in psychic or unarmed combat, so whichever you prefer...





What Psylocke lacks in brute strength, she

makes up for in speed! If you get cornered or surrounded, do a quick slide and get away.



The flip kick not only downs your opponent, but pops him back away, giving you time for any number of combo follow ups.



Here's a great cheat the spin kick is a full 360sweep you can do over and over and the enemy always falls for it! It takes more time, but it does the trick with absolutely zero damage to you.

Psylocke works best on the ground, but if you're forced to retreat or jump, come down with the neck cracker — it does fair damage and gets you safely back in position.

Gambit is by far the quickest character with the most versatile attacks and weapons, but steer clear of hand to hand combat — he takes a tremendous amount of damage and inflicts almost none.

Dealing from the bottom!

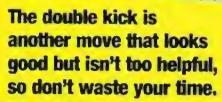


The jumping staff move is great if the opponent gets by your cards don't wait for him to get close enough to hit you.

The triple card throw is best when dealing with multiple enemies. It doesn't do any more damage than the single card, but it's a sure hit.



The double kick is another move that looks





The card throw is fast, easy, and effective and travels the full distance of the screen. Perfect it and use it often.



Make the most of

Gambit's weapons and speed and don't ever

let the enemy in close.

Even the basic staff punch

keeps you safely out of harm's way.

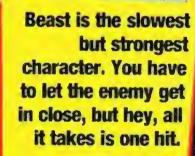
Gambit's best card trick is that he can throw it straight up and straight through

barriers. You never have to jump or leave yourself open if you just walk along and attack from below.



Beast is unmatched in sheer, brute strength. On the flip side, however, he's slower than a snail in glue, so stand your ground or ceiling — and fight. The real McCoy likes it best up close and personal anyway...

Use the charge as often as you can, but only when you're sure to connect. Otherwise, you leave yourself dazed and open to attack.



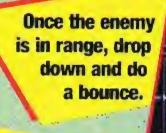




The somersault kick is only effective if there are bad guys on both sides of you. You're better off with a simple punch the rest of the time.



The crouching punch, like Psylocke's sweep, is a sure hit with no risk to you. It's slow going, but it works.

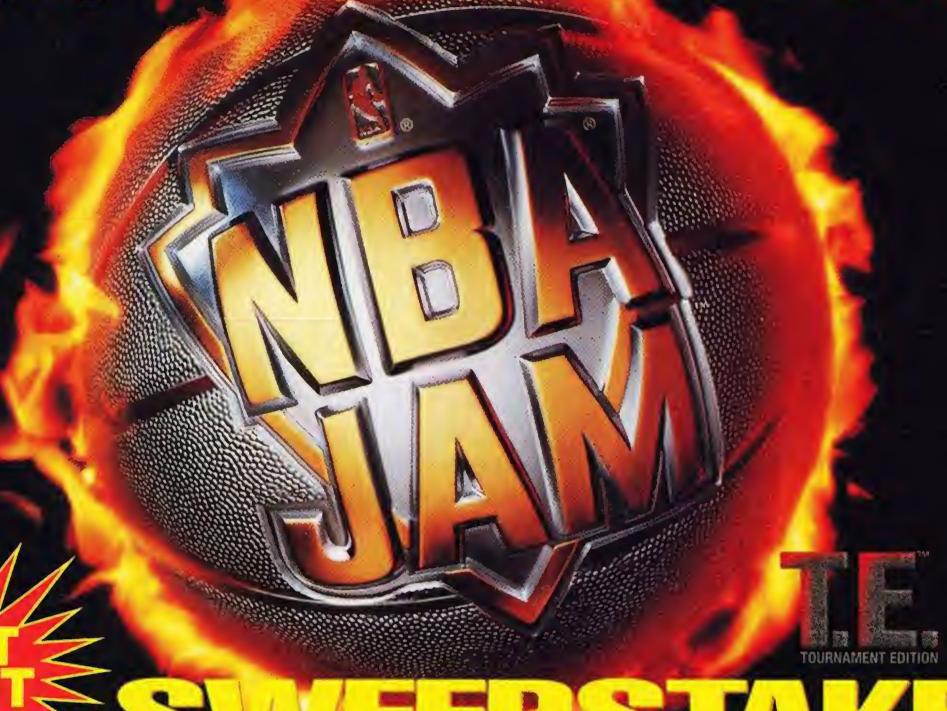


Beast at his finest — the ceiling walk!

You can't outrun

or outjump anyone, but this simple move takes you out of danger immediately and sets you up for a great combo.

以例外以通過 制制



- for Two to a '95

3 FIRST **PRIZES NBA Jam TE Arcade Game**



50 SECOND PRIZES

Backboard and

100 THIRD PRIZES

200 FOURTH Sweatshirt

Check Out The NBA® JAM™ TE™ Hot Spot Sweepstakes

APT#

ZIP

3D0

JAGUAR

DATE OF BIRTH

300 FIFTH PRIZES Video







ALL-NEW JAMS





Win the Ultimate NBA Prizes

Fill out and mail this entry to: NBA® JAM"TE" HOT SPOT SWEEPSTAKES, DEPT. GPL, P.O. Box 553, Gibbstown, NJ 08027

STATE

GAME BOY

SEGA" CD"

ENTRIES MUST BE RECEIVED BY MAY 15, 1995 SEE BELOW FOR DETAILS



32X

PC CD-ROM

(PLEASE PRINT) NAME

ADDRESS

DAYTIME PHONE

STORE PURCHASED

SYSTEMS OWNED: (Check all that apply) SUPER NES"

GAME GEAR"

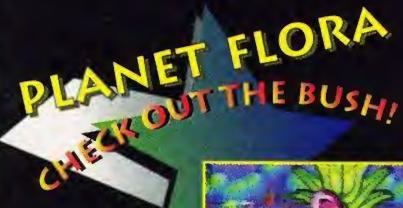
CITY

□ NES*

GENESIS"

OFFICIAL BULES: NO PURCHASE NECESSARY: To enter the NBIA. Jam. Hot Soot Streepstakes complete the entry form and mail to the anothers provided or print your rooms into access. Captime telephone number and name of some provided by minoring or softening must be provided. You may enter som a 3" x 5" card only once a seek. Each entry or 3" x 5" card must be maked separately, and received by \$719.50. Entires that are origined by minoring or provided will not be accessed by \$719.50. Entires that are origined by minoring or provided will not be accessed. All extracts from a Accision who is into life provided by minoring or provided will not be accessed. All extracts from a Accision who is into life provided by minoring or p

Ar Light Star Bright:



Search the bushes for any hidden enemies that might pop out at you.



Use the

tree to

swing

deadly spikes.

over the

Chests and openings in the walls are good places to find





Time your release from the bar just right to gain maximum height.



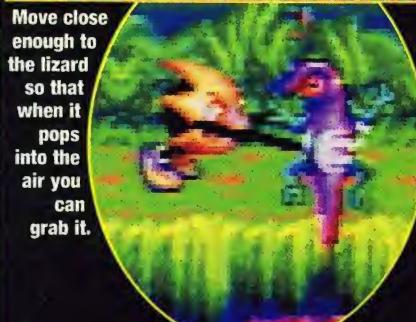


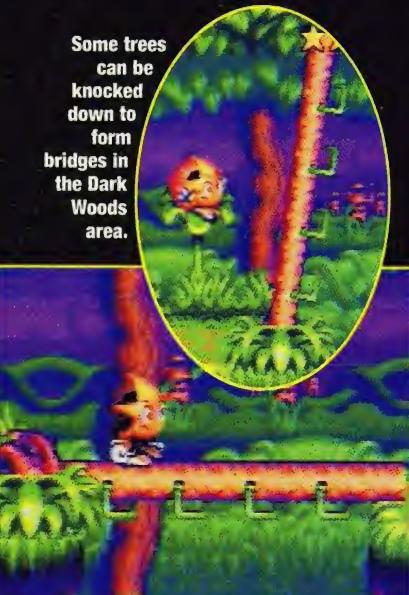




In the bonus round, immediately move to the right or left as you release from the bar.









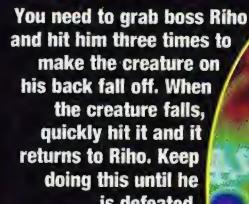
No one knew that Jonathan Gagnon would go supernova and collapse into a dense, X-ray emitting black hole!

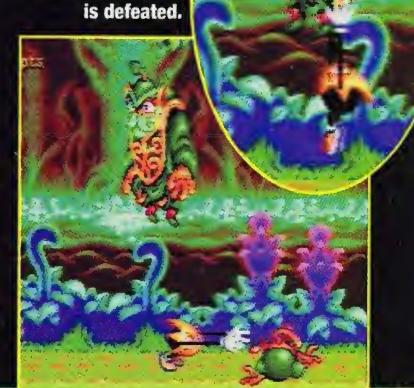
Reviewed: 8#2, Score: 79%

Who would you call upon if a power-hungry, greedy megalomaniac decided to take over your planet, enslave all the people, and hold your father for ransom? Personally, I think I'd call in the United States Marines, but those guys don't exist in this particular part of the galaxy. So the plucky denizens call out for Ristar, the starshaped hero of the same-named game. Sega's newest mascot has some new tricks up his rather long sleeves that are gonna help him defeat the evil Greedy. So let's get started. Everybody sing! 'Twinkle, twinkle...' GP



Position yourself under the snake's head so that you deliver the maximum number of hits.









Stay above the sea floor so that the jumping lobsters don't hit you.



Stay in the middle of the sea creatures as the tide comes in, then hit them when they wash ashore.



When you fall off the ledges be prepared for the spikes below.



Quickly put the fan out of commission before it blows you into the spikes.



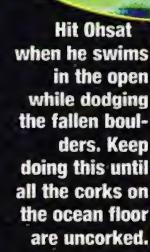
As the water is rising, destroy the evil sea horses before they fully materialize.



Jump out and up from the bar so that you can reach this high-up stone face.



You must hit the squid three times while avoiding the bombs coming out of his shell.











Ristar to activate



Swing off the ledge and strike the buzzard while in the air. If you miss he dumps you into the flames.



Keep grabbing the wall until you reach the ledge with the chest.



UNDER FACTORY CARROUDIGIT?



Remember the Simon game? Well this screen is the same concept except you have to memorize the sequence at which the enemies pop out of the holes, then destroy them in that order.



Jump over this enemy instead of grabbing him.



Jump out of

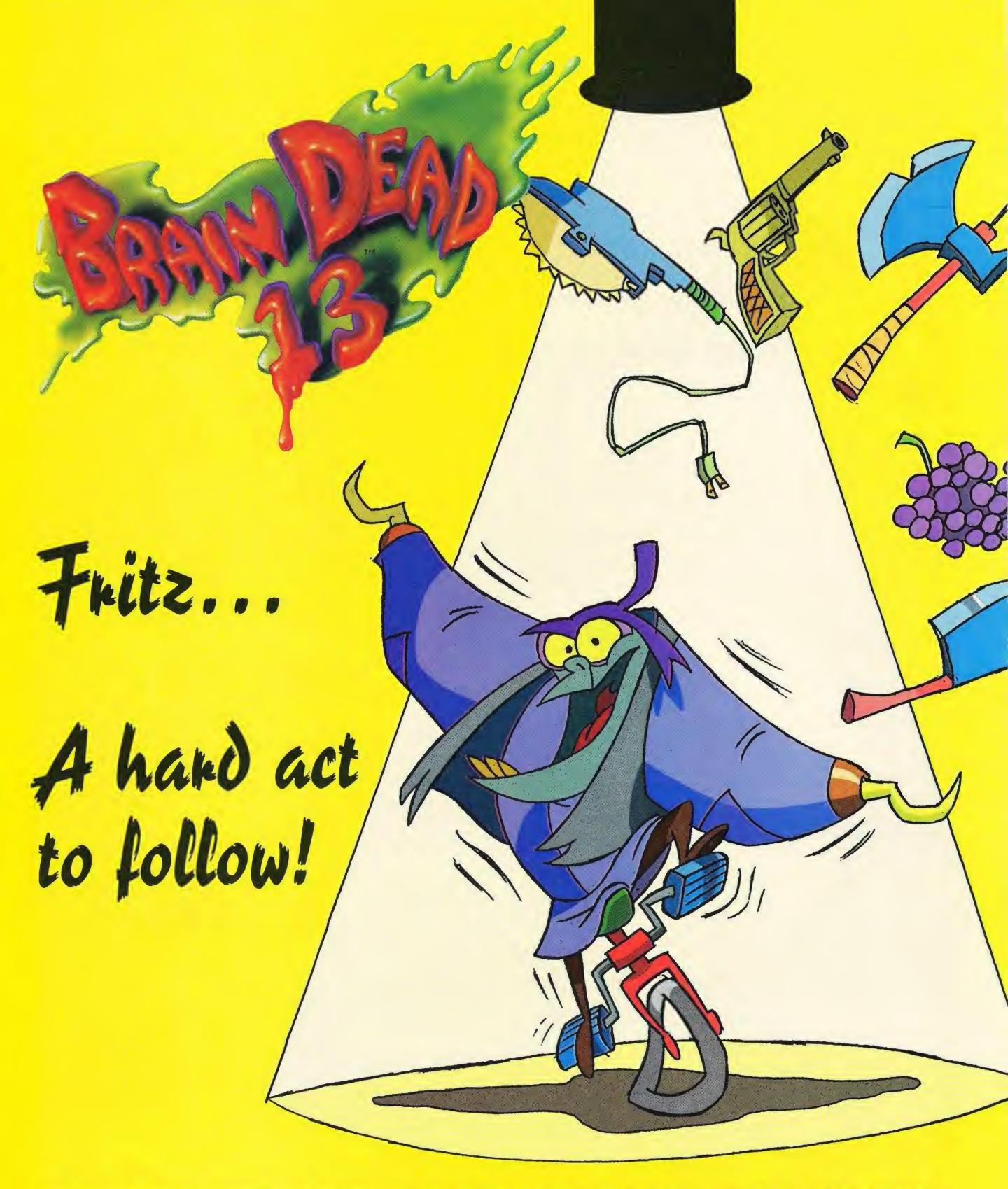
into the next one before you reach the flames.

the basket and

Beat this villian to the bomb so he cannot detonate it.

Stay clear of the center of the screen when you see Adahan Fall digging into the ground. When he pops out, jump over his flames in order to reach him. When you began to fall, keep a watch where he appears in order to move away from his attack. After enough hits, Adahan Fall's armor breaks apart exposing a little runt of a boss.





BrainDead 13 starring Fritz... a bizarre comedy, horror, action-adventure IBM PC CD-ROM • 3DO • MAC CD-ROM • SEGA CD • MPEG CD-ROM





Use the claws to move your metronome across the screen.

e screen.

PLANETSONATA

PLANE



Throw the metronome onto the spikes, then grab the bar to swing over them. When you reach the other side, grab the metronome that you threw onto the spikes.



Hit the head of the giant bird as it pecks at the ground.



Put the metronome into this hole, but make sure there are no enemies above or they steal it.



It takes three hits to destroy each giant bird. The best way to take them out is start with the one on the left and then move to the next one.



Move to the right as the dancing guitars start to rise from the ground. Eddie Van Halen's got nothing on you!



GENESIS

Sega **DEVELOPER** Sega

PUBLISHER

N

SUGG. RETAIL

\$60-65

GENRE

action

ER NEW MANA



T. Rex is back—along with a dinosaur population that actually multiplies while you play!



The devious BioSyn Corp. has come to snag Dr. Hammond's cloning research — and they'll stop at nothing to get it!



BioSyn commandos, greedy geneticists, flamethrowing engineers, Raptors, Spitters, Pterodactyls ...It's war, man, war!

Jurossic Park TM & © 1994 Universal City Studios, Inc. & Amblia Entertainment, Inc. All rights reserved. Licensed by MCA/Universal Merchandising, Inc. Game Program © 1994 Ocean of America. Ocean is a registered trademerk of Ocean Software Ltd. Nintendo, Super Nintendo Entertainment System, Game Bay and the Official Scals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. © 1991 Nintendo of America Inc.

What'dya think, they'd just die off?

WRONG. This time the dinosaurs own the park. And there are tons of them — literally. Including those too nasty for the big screen.

And guess who gets to go in and play Mr. Ice Age...We'll give you the weapons, you do the rest.

Oh, and one more thing: It's been a year since "the attractions" have had a really good meal.

Enjoy your visit!



CONTINUES



Ocean of America, Inc. 1870 Little Orchard Street San Jose, CA 95125



SUPER NINTENDO GAME BOY

Look what you get when you subscribe to

The Greatest Magazine
The best video game magazine
on God's fair Earth. Ain't that
the truth!

Over 50% Off
Less than half the price that you'd pay in the stores.

Be first With The News Hot-off-the-presses delivery to your door — it'll still be warm!

Extra Newsletter
PLUS an exclusive subscriber
newsletter only — newsstand
readers don't get this.

FREE Gift Pack
PLUS a fantabulous gift pack with
your paid subscription stuffed to the
gills with 12 awesome free gifts!

IN EVERY ISSUE...

The Best Game Reviews
You can trust what we say about a game
because our views aren't swayed by the ad
bucks a company spends with us.

Hottest Tips
We can help you get through any video game that ever caused you grief.

Exciting Previews
We don't waste space previewing Japanese games you'll never be able to buy. We look at the most exciting of the coming attractions.

Greatest Writers
Our experienced writers play the games throughly to bring you the most accurate reviews and the hottest strategies.

With your paid subscription, you get

Why bother subscribing?
All you get is 12 issues of Game Players for less than half the price you'd pay in stores. And a ton of free gifts. Oh, yeah — and a regular newsletter reserved exclusively for subscribers. Come to think of it, maybe subscribing isn't a bad idea after all. YOU KNOW 50% OFF STORE PRICE! Use the postage-paid card to order 12 issues for only \$24.95 or call (415) 696-1661

12 sizzling free gifts and a monthly



newsletter exclusively for subscribers

SCOOKING HIBIGE IN WILL SO



The NHL banned him for checking referees, the Ice Capades banned him for checking Dorothy Hammil, and the bank banned Mike

Salmon from checking, period!

Reviewed: 7#11, Score: 95%

■ The players are striking, but EA's still putting out its annual updates. For those who have played the first three EA Hockey titles, you know there's always a way to score at will. NHL '95 changes all that. The tougher goalies and stingier computer defense make it necessary for some real hockey strategy. The strategies I give you hold true no matter what team you're on and whether you are playing against the computer or a friend.

I've put together all the X's and O's, now all you have to do is execute the plays. GP

D-RENCE

Offense wins headlines, defense wins championships!

In hockey, if you don't play D, you don't get the puck. So here are a few tips to sharpen up your defensive skills so you can keep the puck. After all, the other team can't score if they don't have the puck.



The best time to deliver a crushing check like this is between the blue lines.



If you see an opponent trying to skate into your zone, a welcoming like this makes him think twice next time.



This fool has plans on getting past your blue line.



Meet him right at the line and deliver a fierce check.



When your teammate meets you there, it's sandwich time! Ouch!

GENESIS

PUBLISHER High Score

Electronic Arts

DEVELOPER

SUGG. RETAIL

\$60-\$70

GENRE

sports

KERHIM DUT!

And we don't mean to dinner!



Whenever you play defense, vou have to recognize the scorer on the other team.



Yep, that's Wayne Gretzky. Just select a hard-hitting detenseman and get a good deal of speed built up.

Now level that little wuss and introduce his butt to the ice.



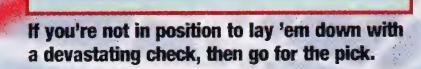
Nothing prettier than seeing the other team's best player lying motionless on the ice. It's worth every minute of the penalty.



Like playing on the freeway!

PIAYIN

BANKS





Skate towards the puck handler, then get between him and his buddy.



If he makes the pass like this, you've got the pick. If not, then at least there's only one player on your goalie instead of two.



They're past your blue line and headin' for the net. Just position your defender between the two to take away the passing lane.



Now stay on that path and head for the puck handler with your stick out.



Even if you don't get the hit in, you leave them with no chance for a goal. It takes a little practice and thinking, but it works.

GOAL SCORING GLORY!

Enough of that defense junk, it's time to score!

The keys to a good offense are puck control, passing, and awareness. Once you start seeing the passing lanes instinctively, you're on your way to many lopsided victories. Also of note, when you're editing your lines, make sure to have your best scorer at center and your fastest players on the wings (left-handers at left wing and left defensemen and vice-versa).

CLASSIC MOVES

An oldie but a goody!

In the first three NHL games, this move assured a sure goal. Although it's not a sure goal in NHL '95, if it's done perfectly it works most of the time.



When you're in the clear, take your player towards the goal on an angle like this.



Get right to the middle of the goal like this.



Now flip the puck to the other side of your stick and fire for the corner.



Sirens scream and you're on the board. This move works from either side of the net, but not all the time.

BREAKING OUT!

It's a jailbreak!



Get the puck into a speedy wing's hands and race down the sideline avoiding checks. Be sure to recognize who you have to pass to.



Cross the blue line and head for the corner, where you have several choices. Center it for a one-timer, pass it behind the net, dump it back to a defensemen, or go for shot yourself.

Easiest
goal here
is a pass to
center,
right down
that sweet
lane you've
created.





Now shoot a one-timer towards the far corner. (Note: a good scorer never misses wide, but a poor one misses every once in a while)



Cha ching! Count it! Unstoppable and beautiful! That's hockey at its finest.

MAKING LANES!

So what's the Zamboni for?



The defense has cut off all your lanes, but no one's coming after you. Instead of putting up a weak shot, work around and create a lane.



Take off behind the net and see if you can squeeze in a wrap-around.



The wrap-around is covered, but no one is coming for you yet, so don't put up that ugly shot. Remember, shoot to score, not just to shoot.

Patience pays off as this lane opens up.



Spot the lane, make the pass, and fire a onetimer for the opposite corner.



Precision pays off as you slice a shot past the awestruck goalie, Beautiful!





If you spot an opening like this on your way to the corner, go for it.



Right down the middle



Make the pass, one-time it to the corner, and...



Score!!! There's no stopping it — dissect the D like an earthworm in Biology class.



You spot a teammate racing for the
net, but the defenders are in the way
— unless you can
squeeze a pass
between 'em.



Through the defenders and onto the blade.

Punctuate it with a flick to the corner. Gutsy pass, easy goal.



THE POWER PLAY

Just like the Electric Company



Control the puck and get all five players in the zone, now reverse the puck.



You now have a lopsided situation, four offensive players and two defensive on one side of the ice.



Three passing lanes and a four on two! Work it for another goal!



No passing lanes and you're all alone — cut to the back of the net.

SOLO MOVES

You're on your own

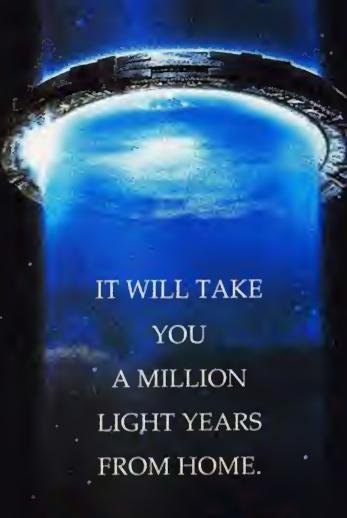


Skate behind the net and some-times one of the defense's own players screens the goalie like this.



Come out and fire for the same corner and you've found yet another way to score.







STARGATE

BUT WILL IT BRING





BATTLE RA'S MORPHING HENCHMEN!



DESERT DOGFIGHT IN A STOLEN GLIDER!



O'NEIL HEATS UP THE PALACE GUARDS!



FIREFIGHT IN THE STREETS OF NAGADA!



GENESIS™ GAME GEAR™

GAME BOY





After injuring three editors in a demonstration of Heike Kagero's mirage dance, **Doug Brumley** was put on indefinite

suspension and fined heavily.

Reviewed: 8#1, Score: 90%

ope you're in shape, kid, because we've got plenty of work ahead of us this month. What, you don't remember me? I think you've taken too many shots to the head — I'm your manager and cornerman. I'm the one whose sage wisdom last month got you to this point, remember? I've been scouting the guys in the World Circuit and they look pretty tough, but I think you've got what it takes, kid. If you behave,

I'm gonna give you a few hints for the Special Circuit, too. GP 23640 TIME 0 TIME 0'34"

Around the world in a daze Key Punch — left body

KO punches have a big effect on Aran. Once you deliver a KO shot, he gets angered and attempts to drain your power by grabbing your gloves.

Keep him away by giving him a left shot to the body once he turns around and makes a small hand movement.

The Thrilla in Your Villa - Round 2
Don't be KO'd by



When Aran retreats, he's preparing to pepper you with a flurry

of quick punches. Weather the storm by blocking low, then high repeatedly. When he crouches for a big punch, dodge and attack. Once he revives from his brief stupor, he repeats the punching pattern.

Key Punch — left jab



Helke uses his full head of hair to his advantage. Once you see his hair begin to swing, dodge to

the left to avoid the first sweep, then duck to avoid the second pass. Now he's just asking for a whoopin'.





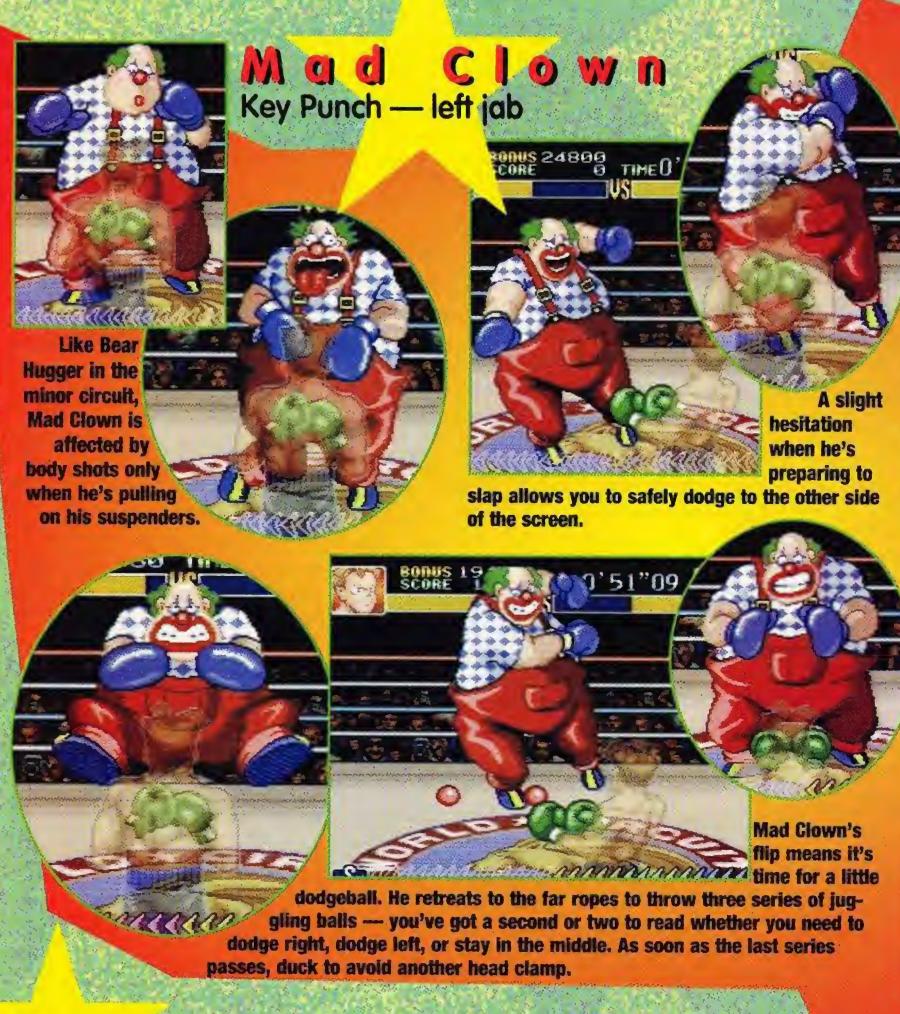
You never know what Heike's going to do once he stops his hypnotizing mirage dance. Rapidly throw left jabs (your fastest punch) as he's dancing and you can often stop him in his tracks. If you miss him, be prepared to dodge a few punches and counter.

Show him he mirage





Block high when he performs his quick backand-forth dance. He delivers several successive high punches, then winds up for a bigger shot.

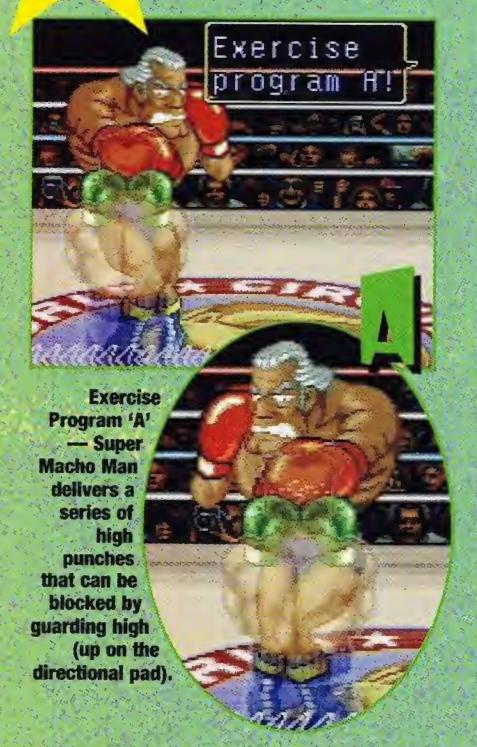


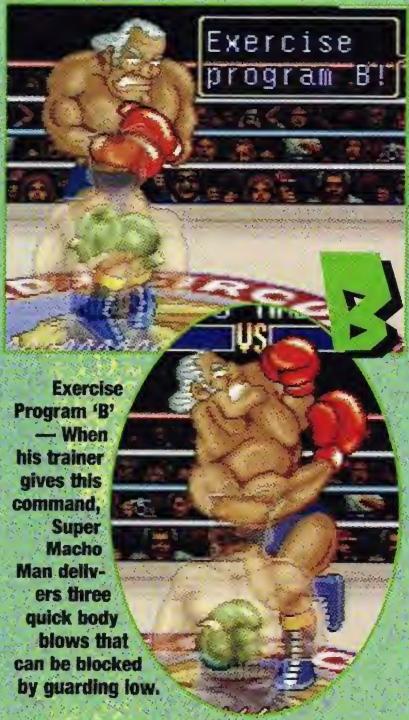
When Mad Clowin bobs his head back and forth, get ready to duck or he sandwiches your skull and tosses you like a rag doll.



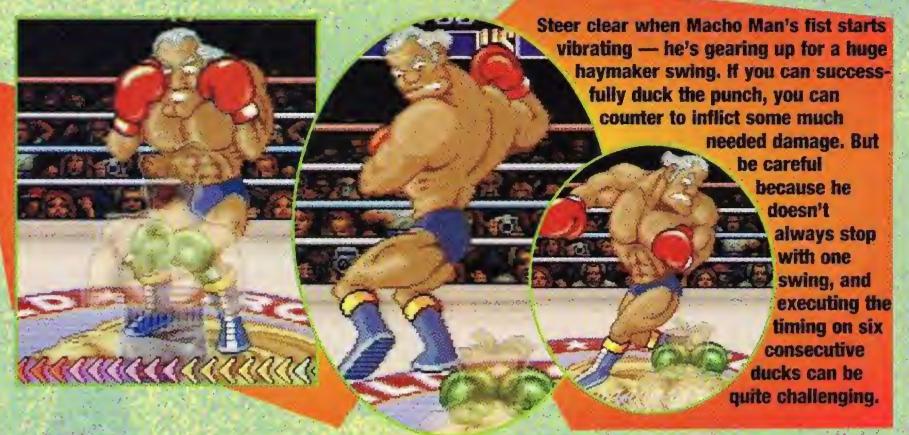
Once you've knocked the clown down twice, he comes back with increased intensity. Dodge his shots and stun him with your quick left jabs.

Super Macho Man Key Punch — left body





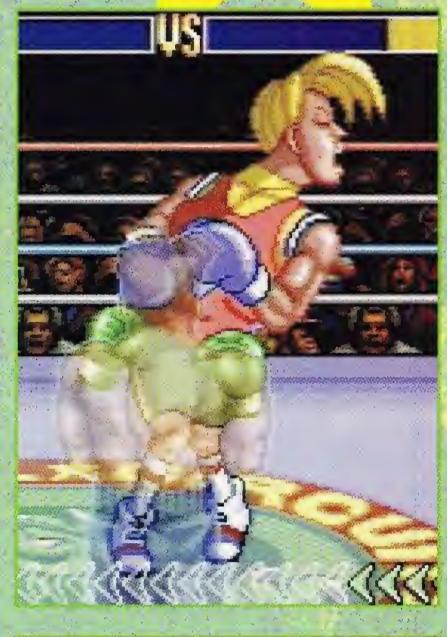


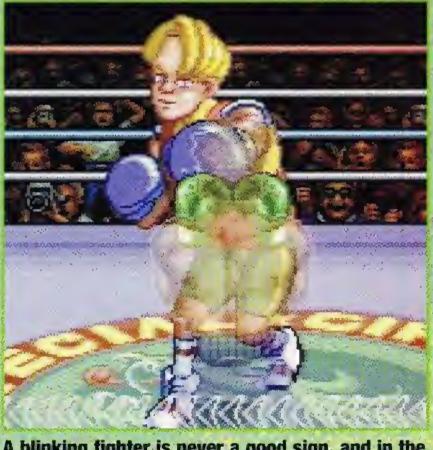




You coulda been a contender

You fight real good, kid. Your 4-0 record in each circuit means you get a chance to match up against the big boys. I'm gonna get you started with some strategy for Narcis Prince, but I'm gonna leave the challenge of conquering the top three fighters to you. I think you got what it takes. May the force be with you or somethin'.



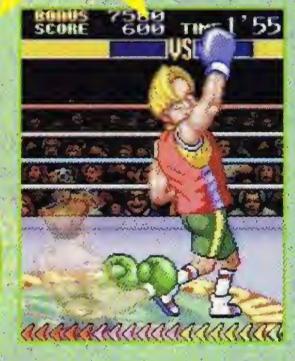


A blinking fighter is never a good sign, and in the prince's case it means block high.

SOMETHING SPECIAL



Prince Key Punch right body



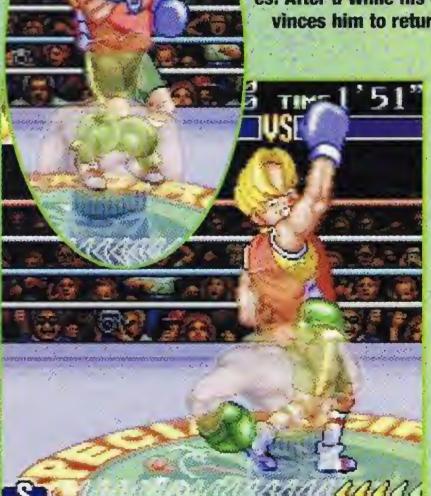
Stay calm

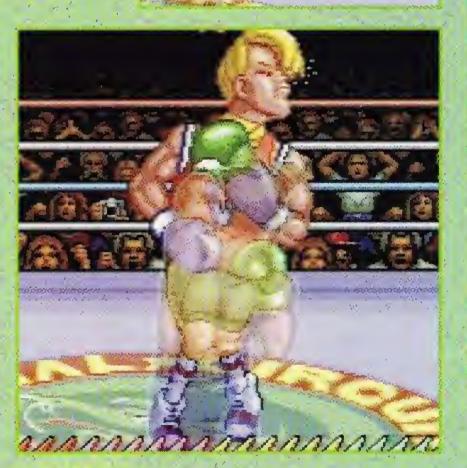
This pretty-boy is really protective of his face, so be patient.

Counter each of his punches with a shot to the body, but when he goes for a big swing follow a body blow with a punch to the head.

Once you hit him in the face, the prince becomes a bit flustered and backs off.

He returns much angrier but is so intent on revenge that he leaves himself wide open after throwing punches. After a while his cornerman convinces him to return to his senses.







Oops, looks like the dog ate this page! Or our princess is in another castl...

In all seriousness,
This page is missing from the magazine because it was either too damaged for us to scan, or was missing from the copy we were scanning.

If you are in possession of an original copy of this issue and would like to help us out so we can complete this magazine, please visit us at:

www.retromags.com



Oops, looks like the dog ate this page! Or our princess is in another castl...

In all seriousness,
This page is missing from the magazine because it was either too damaged for us to scan, or was missing from the copy we were scanning.

If you are in possession of an original copy of this issue and would like to help us out so we can complete this magazine, please visit us at:

www.retromags.com



Oops, looks like the dog ate this page! Or our princess is in another castl...

In all seriousness,
This page is missing from the magazine because it was either too damaged for us to scan, or was missing from the copy we were scanning.

If you are in possession of an original copy of this issue and would like to help us out so we can complete this magazine, please visit us at:

www.retromags.com



Oops, looks like the dog ate this page! Or our princess is in another castl...

In all seriousness,
This page is missing from the magazine because it was either too damaged for us to scan, or was missing from the copy we were scanning.

If you are in possession of an original copy of this issue and would like to help us out so we can complete this magazine, please visit us at:

www.retromags.com



GREY VS, SABRETOOTH, , , FIGHTING CHANCE, , , FALL OF THE HAMMER



The game cart swayed back and forth on top of the burning gas storage tank. 'Top of the world, Ma!', it screamed, as it emptied its revolver. Then **Jeff Lundrigan** blew its brains out.



As I predicted, the Final Fantasy III letters are piling up quicker than the national debt. But it's only the best RPG ever made (You heard me. I'm taking a stand. The best.). Anyway, there are a few major questions that seem to plague everyone, so

I'm gonna take care of those right away.

While we're on the subject of big RPG's, it seems like the *Shining Force II* questions are piling

up too. Give me a little time, but if you can wait another month, you can look forward to some *Shining Force II* coverage soon.

Oh, and by the way, thanks to everyone who's e-mailed me over the last several months. It's good to hear from you. All apologies for keeping some of you waiting for replies. Between the volume of mail I get and the fact that I can't always check it every single day, sometimes it takes a little while — just be patient. I get to everyone eventually.

Until next time —

ifflucky@netcem.sem

FINAL FANTASY III

Square Soft for SNES

I have a few questions.

- 1. I still can't find Locke, or Relm's Grandfather, Strago. Where are they?
- 2. I've found the Ice Dragon in Narshe, the Dirt Dragon at the Opera House, and the White Dragon at the Fanatic's Tower. Where are the other five?
- 3. In Darril's Tomb, there are three sets of letters that you have to put in order and carve on an empty gravestone. How does the order go?

Please give me a helping hand.

Jeff Falcon Sanford, ME

Okey dokey.

1. Locke is at the bottom of the Phoenix Cave, which can only be reached by airship. Look for a donut shaped mountain north of Tzen, and try landing in the hole in the middle. Your party has to split into two groups. One group explores for a while until they can't go any farther, then looks around for a switch of some kind which lets the other group continue on. Alternate between groups until you reach the bottom, where Locke is.



In Owzner's house in Jidoor, try to climb the stairs, read the book that appears, then light the lamp at the bottom of the stairs.

Strago is walking around outside the Fanatic's Tower, but you have to find Relm first.

Check out
Gestaint's picture
— twice...

In then check out the lady's painting to find the door.

Down in the basement, you find Relm. Be sure to grab the

Put Relm in your party, then head for the Fanatic's Tower. Relm wakes up Strago. At this point, head for the Phoenix Cave, because you're not ready to tackle the

Tower yet

RELM: You!! You old fool!!! You're still standing?!

Magicite in

then leave.

the bookcase,



Go back to Owzer's house in Jidoor, try to go up to the gallery and a book appears. Read the book, then turn on the lights at the bottom of the stairs. Examine the painting of Emperor Gestahl twice, then examine the painting of the lady. You're attacked by Dahlings, and after defeating them, a door appears. There's a whole section of Owzer's house behind the door, and a bunch of paintings to defeat, but eventually you find Relm. With her in your party, return to the Tower. Strago wakes up and rejoins you.

2. Everyone seems to miss different dragons. Here are all eight, roughly in the order you should find them —



Put the airship down in the middle of this circle of mountains to find the Phoenix Cave. At the bottom is Locke, the Red Dragon, and the esper Phoenix.

Storm Dragon — It's on Mt. Zozo, where you find Cyan. Just up from the save spot is a switch that opens a chest and releases it. When you beat it, you find the Force Armor.

Red Dragon — It's in the Phoenix Cave, just before you find Locke.

ice Dragon — It's on the cliffs in Narshe, just before you reach the frozen esper.

There's a save spot farther up from the dragon, and you may want to save there, then backtrack and take him on.

White Dragon — It's in the Fanatic's Tower, and you find the Pearl Lance once you beat it.

Blue Dragon — It's in the Ancient Castle.
Go to Figaro Castle and get the old guy
downstairs to take you back to South Figaro.
The castle hits something underground, and
you find a cave that leads to the Ancient
Castle. There are a couple of secrets down
there (make sure you talk to the guy in the
library of Figaro Castle and jot down what he
has to say before you enter the cave), but the
Blue Dragon is there too.

Dirt Dragon — It's in the Opera House. It doesn't matter who you have fight the thing, but if everyone's wearing a Wall Ring and Cherub Down, so they're all shielded and floating, things go much easier.

Gold Dragon — The last two dragons are in Kefka's tower near the end of the game. The

Gold Dragon is on floor G2. Beat it, and you find the Crystal Orb.

Skull Dragon — This one's on floor G3.

Beat it, and you find the Muscle Belt, and if you've beaten the other seven, you also find the esper Crusader.



In Darril's Tomb, arrange the letters as shown. They spell out something backwards, but it's not easy to tell.

The tombstone
will reveal a clue.
The Experience
Egg is a relic that
that doubles
earned experience
— very cool.



3. The letters in Darril's tomb should go — WEHT DLRO QSSI ERAU, that is, 'The World is Square,' backwards, sort of.

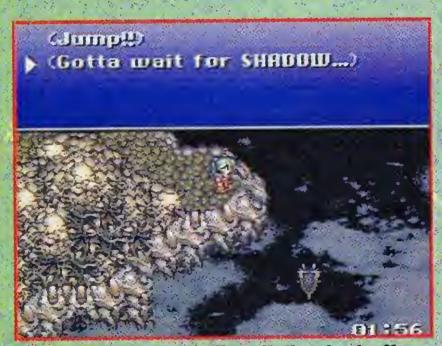
AAAARRRRGGGHH!!! Help meee! Where did Shadow run off to? I already beat the stinkin' game, and found both of the hidden characters, but I can't find Shadow in the World of Ruin! Is he dead?

Nick Leaphart Roebuck, SC

Well, yes. Most likely he is dead, because you let him die, you scum! On the Floating Island,



On the floating continent, Shadow takes off...



...but before you take off, wait, then back off, then move to the jump spot again. This time Wait For Shadow!



"SHROOW!!"
SHROOW! I'll be blown to bits
before I can even collect my
pay...

With four seconds to spare, Shadow will show up, and all of you will escape automatically.

just before the world is wrecked, Shadow declares that he's not worthy to fight with you and runs off. After you're done fooling around with Kefka, you've got a few minutes to escape the island before the whole thing falls apart. When you reach the spot where you can leap to the airship, select 'Don't jump,' then back up and try again. This time, the option, 'Gotta wait for Shadow!' appears. Now just stand and wait. Shadow shows up (with four



Later, in the World of Ruin, bet the Striker in the Coliseum — guess who you fight?

"What're you doing here?" SHADOW: The only thing I know how to do is fight...



At this point, Shadow will rejoin you permanently. Bonus clue — try sleeping in different inns around the land with Shadow in your party.

seconds to spare) and all of you automatically escape from the island. If you don't wait, he is dead!

Relm) in the cave under the Veldt. You can't do anything about him for a while, so just leave him in Thamasa and head back to the Veldt to look for Gau. Later, go to the Coliseum and bet the Striker (which you found in the cave under the Veldt). You wind up fighting Shadow, and if you beat him, he rejoins you. I hope that casts some light on this Shadow business.

Somebody help me! I don't know what to do. Will you please tell me how to defeat the MagiMaster on top of the Fanatic's Tower? Every time I beat him he uses Ultima and kills me. Is there a certain group of characters I need? A certain spell? Help me!

Mark Jacobson Jensen Beach, FL

Beating him isn't that tough. It may seem ipossible, but check this out. Sure, he's got 50,000HP, and he can change his elemental weakness at will, but if you can fight your way to the top of that stupid tower, the Master should be a piece of cake. The only problem is that, yes, when he dies, his final act is to cast Ultima, and unless you've got something like 10,000HP, you're gonna die! The key here is Life3, which prevents you from being wounded, and which you can learn from the esper Phoenix. Just make sure at least one person knows the spell before you reach the MagiMaster, and that whoever knows it, uses it.



To beat the MagiMaster at the top of the Fanatic's Tower, make sure at least one character has learned Life3 from the esper Phoenix. At the start of the fight, cast it on every member of your party, then battle the Master with Earthbased spells. When he dies and casts Ultima, Life3 will revive your party. Pretty neat, huh?



Here's your party, back from the dead and ready to rock 'n' roll!

KEEP IN TOUCH

Send your game questions or any top secret tips — to Jeff at the usual address

Garme Players
1350 Old Bayshore Highway;
Suite 210;
Burlingame, CA 94010

LUCKY'S Helpers

FINAL FANTASY III

Squaresoft for SNES

I read your tip for beating Wrexsoul in the January '95 issue. I gotta tell ya that you don't have to go through all that trouble. Just cast X-Zone. I've done it twice against his little helpers and it hasn't failed once (so, I know I'm a little low on patience).

Andy Wright Bowling Green, KY

Just goes to show you — sometimes figuring out the clues and being clever just doesn't work in the long run — once in a while, you've just gotta blast 'em.

YOUNG MERLIN

Virgin Interactive for SNES

I'm in the castle you find after going underwater.

How do you get past the fireplace? Please help!

Karl Urban

Bronx, NY

Karl's mother scribbled a PS at the bottom of the letter saying, 'Karl is eight years old. He insisted on writing this himself. Hope you can read it.' I could read it no problem, thank you. In fact, the penmanship was just fine — better than mine if you want the truth.

But I digress. To put out the fire, you have to fill your three bottles with water from the three appropriate springs. Fill one with water from the rainbow spring, one with water from the spring where you found the tulip, and the third with water from the spring where you found the daisy. That should give you one bottle filled with white liquid, one filled with blue, and one filled with rainbow. Take them to the castle and empty them into the corresponding sinks, and the fire goes out.



Ah, getting into the castle. This shouldn't be too hard.



Go back to the rainbow spring and fill up one of your water bottles...

LANDSTALKER

Sega of America for Genesis



In response to your advice for Landstalker in the December issue, there is a much simpler way to get possession of the Iron Boots. In the room with the boots, just utilize the local taxi service by jumping from the steps, landing on top of one of the enemies, and letting him transport you to the platform with the boots!

Mike Furuli Denver, CO

It's always so much better when one of you folks figures out a better way than the one the designers had in mind. Woo-hoo! Stick it to the man! It will cost some HP, however.



...head east and fill another bottle with the water from the tulip spring...



...then fill your last one with the blue water from the fairy's clearing.



Take all three back to the castle and fill each of the three sinks with the correct color of water, and poof! The fire goes out!



ANIMANIACS

Konami for SNES

CHILDREN CONTRACTOR

I know how to get to a special coin stage. In the very first level, when you're standing around with the other two characters, the CEO (the frowning geezer) is there, and in the background is a blue pot with a giant plant growing in it.

This plant can be moved (as well as other things), so push the plant over to the very left until it breaks against the wall. A brown door magically appears. Stand in front of it and press up. 'Your coins await you, sir.'

Brent McIntosh Waterloo, Ontario Canada

Thanks also to lan Lynch of San Jose, CA for sending in the same tip — on the same day even! Synchronicity is more than just the title of a Police album...

SONIC AND KNUCKLES

Sega of America for Genesis

How do I defeat Robotnik in the Lava Reef Zone, Act 2?

Robert Accher Toronto, Ontario Canada

Well, the easiest way to beat him is to find the fire shield just before you reach the boss. There's one on a platform as you work your way down the lava fall. If you can grab that, then when you're facing Robotnik, you can

land on the lava with impunity.
Otherwise, you have to jump
from rock to rock, avoiding the
lava and avoiding the bombs
he throws at you. If you can
keep from dying, the bombs
roll back toward his machine
and destroy him for you.

To beat Robotnik in the Lava Reef Zone, first find the Fire Shield on the platform above him.



With the Fire Shield, you can land and stand on the lava without being hurt.

The rocks at the bottom all flow towards Robotnik. Jump away at the last second before you hit Robotnik and land on the next rock up. If you can keep dodging the bombs, they roll back and destroy him for you.

T. HQ AND GAME PLAYERS PRESENTS...

DIES SA RESURE IN OUR DIES OF THE PROPERTY OF

Win a seaQuest DSV script autographed by the entire cast (no, Darwin can't write!) and more great underwater booty!

HERE'S WHAT
YOU CAN

SEACUEST DS L.
CONTEST!

Just answer the following three questions about seaQuest DSV correctly and you'll be saying 'Ahoy, Matey!' to some great seaQuest DSV prizes:

d Grand Prize

- an original seaQuest DSV script autographed by the entire cast!
 - a Nintendo Game Boy
 - a seaQuest DSV video game for your SNES or Genesis system
 - an official seaQuest DSV hat
 - Monogram[®] seaQuest [™] model kits

5 First Prizes

- a seaQuest DSV video game for your SNES or Genesis system
 - an official seaQuest DSV hat
- Monogram® seaQuest [™] model kits

5 Second Prizes

Winterland Productions® a seaQuest DSV T-shirt

What other ocean-related film did Roy Scheider star in?

What do the initials DSV mean?

How many crewmen can fit inside the HR Probe?

Write down your answers, along with your name, address, phone number (don't forget the area code) and type of game system you own on the back of a postcard or envelope and send it to:

seaQuest Contest; 1350 old Bayshore Highway; Suite 210; Burlingame, CA, 94010. All entries must be received by Friday, March 31st.

The eleven lucky winners will be drawn at random on Friday, March 31st. Winners will be printed in a subsequent issue of Game Players.

THE RULES

No purchase necessary. One entry per reader. Contest open to residents of the United States and Canada except employees of GP Publications and T*HQ, and their immediate families. Print your answers and your name, address, phone number (don't forget the area code), and type of game system you own on the back of a postcard or standard envelope. Mail it to seaQuest Contest, Game Players, 1350 Old Bayshore Highway, Suite

210, Burlingame, CA 94010.

All entries become the property of Game Players and cannot be returned. All taxes (federal, state and local) are the responsibility of the winner. Editor's choices are final. No cash substitute or consolation prize is available. Offer void where prohibited or restricted by law. All entries must be received by Friday March 31st.

GP Publications is not responsible for misdirected,

lost or unsolicited entries — so don't call us or write wondering why you didn't win. Odds of winning are determined by the number of entries received by the contest deadline. The drawing will take place on March 31st and the name of the winner will be announced in a subsequent issue.

seaQuest DSVtm Universal City Studios, Inc and Amblin Entertainment, Inc. All rights reserved. Licensed by MCA/Universal Merchandising, Inc.

© 1994 Revell-Monogram

Malibu Games and T∙HQ, Inc. are registered trademarks of T•HQ, Inc. © 1994 T*HQ, Inc.



Watta you mean — you don't have time to read the whole magazine? Well, OK, this list can save your valuable gaming dollars, but we'd better not catch you skipping the whole book again, understand?

ALADDIN SEGA OF AMERICA FOR GENESIS

Game Gear review, 7#5 strategy, 6#11 and 7#2





One of the best action games ever, this has incredible graphics and animation (thanks to the Digicel process), tons of humor, and, of course, great action.

GENESIS 90% • GG 94%

ANIMANIACS KONAMI FOR SNES AND GENESIS

A fantastic cartoon tour-de-force. Excellent graphics, music, and game

both young and old can enjoy!

play combine to make this a game that

SNES 90% • GENESIS 83%

• review, 7#12



CONTRA: HARDCORPS KONAMI OF AMERICA FOR GENESIS review, 7#10



A great assault-type game that lets you blast away at anything that moves. At times you're offered a choice as to how to proceed — defend or attack! Killer!

OVERALL 92%

ALFRED CHICKEN

Mindscape for SNES; review, 7#8

Unlike that famous old Southern gentleman, Mindscape didn't do chicken right. Poor graphics and a one-hit-and-you're-dead mistake factor make this a takeout order that you should probably just forget.

ANDROID ASSAULT

Sega/Big Fun Games for Sega CD; review, 8#1

Aliens from the evil planet Zias have been kicking our butts in warfare for years, so we build this thing called a Bari-Arm, which is basically a Transformer kind of thing that moves sorta slow. Speaking of slow, so is this game. Yawn:

BALLZ P.F. Magic for Genesis; review, 7#9

Yes, it's called Ballz and no, it doesn't have any. The 3-D graphics make it hard to connect with an opponent which, by the way, all kinda look alike. If you're a fan of spitting, farting or whacking folks with baseball bats, you might enjoy this.

BASSIN'S BLACK BASS

Hot B for SNES; review, 8#2

Excellent graphics and sound effects make this game almost like a fishing trip. Of course, you have to bring your own beer, but that's no problem. Smooth gameplay and controls ensure a pleasant, relaxing fishing experience.

BATTLECORPS

Core Design for Sega CD; review, 7#10

Don't look now, but those damn tin cans are on the warpath again! Grab your can opener and let's rock! But wait! Aside from that stomping sound, you might as well be in a tank. There's no walking combot action here.

OVERALL 71%

OVERALL 84%

BEAVIS AND BUTT-HEAD

Viacom for Snes and Genesis; review, 7#12

If your idea of fun is cutting up insects with a chain saw, or maybe just launching snot rockets, then this is just possibly the game for you! However, if you prefer games that have a sense of humor to them, just skip this one, dude!

BIKER MICE FROM MARS Konami for SNES; review, 8#1

This highly addictive racer has a lot going for it — good graphics and a unique game perspective among other things. We had a lot of fun with this one!

Electronic Arts for Genesis; sports, 7#11

BILL WALSH COLLEGE FOOTALL '95

A great college football simulation with new player art and animation that now allows up to four armchair athletes to simultaneously take the field in any co-op or competitive combination. Don't let this one fumble through your fingers.

Overall 87%

BLACKTHORNE

Interplay for SNES; review, 7#9

A smooth-scrolling action game with unusual weapons (a shotgun?), and even more unusual game play (you can shoot your own men?). Excellent graphics and a moody sound track aid you in your quest to kill all the bad guys.

BOOGERMAN

Interplay for Genesis; review, 7#12

Hey kids! Check this out — you get to fart on the bads guys and shoot 'em down with boogers! This is great! Hey parents!!! While this game has some good graphics, once your kids get tired of this, they probably won't play it again. That's great.

BRAIN LORD

Enix for SNES; review, 7#8; strategy 7#9

This game is kinda like a wrestler with brains. You know, massive strength, lightning speed and a violent disposition coupled with a brain that can do more than just string simple words into sentences like: 'Me hungry. Eat now.'

What YOU think

I think the ralings you gave Virtua Racing Deluxe and Star Wars Areade were great - right on larget. I think you guys should give the 32% tiself an overall radius P.S. I love your magazine. Keep up the good works - Jonathan Dawnin, Urbandale, IA

BREATH OF FIRE

Square Soft for SNES; review, 7#8

You and your band of adventurers search the land for the seven Goddess Keys in an RPG that some players may find to be too short, but packed with fine features.

BRETT HULL '95

Accolade for SNES; sports, 8#1

While lacking the control and graphics of some of the major hockey simulations, this game does offer some mighty fine hockey action. Give this one a rent before buying, just to see if it's your cup of (iced) tea.

BRUTAL: PAWS OF FURY

Gametek for Sega CD; review, 7#9

So you wanna be an animal, huh? Brutal: Paws of Fury is just the ticket you've been waiting for. The special moves for each character take some practice and, until you master them, be prepared to become fodder for all your enemies.

DVERALL 77%

Core for Genesis: review, 7#8

Let's get one thing straight: this cart is definitely not 'Close Encounters of the Third Kind'. This is wild, wacky mayhem at its best! Help save the earth today!

BUBSY II

Accolade for Genesis; review, 7#12

Oh, no! Oinker P. Spamm is stealing moments from history and enshrining them in the Amazatorium. Only Bubsy can save the day! While this sequel has a nice non-linear touch, some of the levels are very repetitious.

CLAY FIGHTER TOURNAMENT EDITION

Interplay for SNES; review, 7#8

A rehash — albeit an excellent one — of Clay Fighter. If you let Clay Fighter slip by you the first time, then you should definitely get your hands on this.

COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

Sega of America for Genesis; sports, 7#9



Great graphics, excellent control, killer sound, three levels of difficulty — what more could you want? This thing even has authentic fight songs from 32 different colleges.

CONTRA: THE ALIEN WARS

Konami for Game Boy; review, 7#12

While this game is a big hit on other platforms, here it's just kinda like a primer for the art of war. The bosses aren't all that challenging, and the black and white game screens don't really have the power that color screens explode with.

CORPSE KILLER

Digital Pictures for Sega CD; review, 8#1

Kill off thousands of undead Jimmy Pages, Robert Plants, and yes; even Kurt Cobains in this boring, uninventive shooter that has absolutely nothing going for it. You'll have more fun holding your breath until you pass out.

Sega for 32X; review, 8#2

COSMIC CARNAGE

A fighting game that could use quite a bit of improvement. The graphics are a bit crude and the sound effects are overly dramatic and somewhat out of place. The ability to choose your armor and to knock off your opponent's armor is a plus.

CRAZY CHASE

Kemco for SNES; review, 7#9

Diagonal scrolling is just about the only thing this game has going for it. There aren't enough levels and the game is ridiculously easy. Maybe just the thing for your little sister!

OVERALL 66%



These games really stink, so we took 'em back to the store the next day!

1. Poker Paul's Blackjack

Sega for Game Gear

There's no fun here, unless you have a severe gambling compulsion!

2. Dinobasher

56% **Code Masters for Game Gear** So bad, it's extinct. Enough said!

3. Hammerlock

Jaleco for SNES

40% Gouge your own eyes out if you bought this!

58%

4. Mortal Kombat II

Acclaim for Game Boy 40% If you own this, you deserve to die!

5. Tip Off

Ubi Soft for Game Boy Here's a tip — don't play this, it sucks!

34%

DONKEY KONG NINTENDO FOR GAME BOY

review, 7#9





of puzzles and action, this game is a must have! Why this didn't come out on a 16-bit format is beyond us!

OVERALL 93%

EARTHWORM JIM PLAYMATES FOR

SNES AND GENESIS review, 7#11





Surreal story line, and a great sense of humor make this a fantastic game. Heck, you can even end up in Heck, where demons prance to Muzak! Wow!

SNES 96% • GEN 95%

FINAL FANTASY III SQUARESOFT FOR SNES review, 7#10



This enchanting RPG tied with Super Street Fighter II for the highest scoring game ever rated by us! If you like the genre, you're gonna love this game!!!

OVERALL 98%

THE DEATH AND RETURN OF SUPERMAN

Sunsoft for SNES; review, 7#8

Superman's return from the dead may have most gamers wondering 'Why did he bother?' in this repetitious comic-book style video game.

DEMON'S CREST

Capcom for SNES; review, 7#11

A great action/adventure game in the tradition of Super Metroid, that unfortunately, can be beat in a few hours without casting any of the usual spells or using any potions. Aside from these problems, this has all the markings of a great game!

What YOU think

I think you were very wrong about the review of Nobunaga's Ambilion for the SUES. The graphies were much differen SEII eilf vero bevorum sound has some of my favorite tunes. It should have gotten an 85% because it?s a Koel game and Koel rules!

- Shogun Chris, Butler, PA

ELITE SOCCER

GameTek for SNES and Game Boy; sports, 7#12

Simultaneous five player action, updated team rosters, and 32 international teams should have made this the ultimate soccer game, but the computer determines which player you control. This isn't the detailed representation of soccer you'd expect.

ESPN SUNDAY NIGHT NFL

Sony Imagesoft for SNES; sports, 7#11

An awkward play selection system and graphics that often cause players to disappear from the face of the game puts this football cart somewhat in the basement of its division. This average cart is only for patient and forgiving gamers.

ETERNAL CHAMPIONS CD

Deep Water for Sega CD; review, 8#2



This is the bloodiest game we've ever seen! Great animation, a very hip soundtrack, awesome gameplay and tons of hidden stuff make this one a winner in every way!

OF THE BEHOLDER

Capcom for SNES; review, 7#8

A brand new copy of an old, tired idea, complete with a clumsy fighting system and lacking any kind of auto-mapping feature. If your ancestors had ever fought this way, you wouldn't be here now.

DICK VITALE'S AWESOME BABY! COLLEGE HOOPS

Time Warner for Genesis; sports, 7#11

Rough-edged basketball cart takes a first-person perspective that makes completing passes and setting up plays a chore. Of Dicky garbles his usual euphemisms, but these repeat themselves too often to be exciting. Leave this one on the bench.

DOUBLE DRAGON V: THE SHADOW FALLS

Williams Ent. for SNES and Genesis; review, 7#7, 7#10

This is a nice little brawler that's better suited for younger players who haven't been 'desensitized' by the blood in Mortal Kombat II. It's adapted from the TV cartoon instead of the earlier Double Dragon games, but that's a bonus after the last few. SHES 74%; GEN 65%

DYNAMITE HEADDY

Sega of America for Genesis; review, 7#10



You need to learn how to keep your head on your shoulders if you're planning to get ahead in this! But don't blow your top! The action is explosive! You've gotta have this game to get to the head of the class!

ECCO: THE TIDES OF TIME

Sega for Genesis; review, 8#1

'They called him Flipper... Flipper', but you'll call this boring, even though there are some really beautiful graphics in the game. If you don't have the first Ecco game, you might wanna pick this one up — otherwise, we'd forget it.

OVERALL 60%

FATAL FURY 2 (MA-13)

Takara for Genesis; review, 7#8

What's this? Another 'world tournament' fighting game? Tell you what: if you're totally addicted to fighting games, go out and buy it. You won't be disappointed. If you're not among the 'gotta have it' crowd, don't worry.

F!FA INTERNATIONAL SOCCER

Electronic Arts for Sega CD; sports, 7#10

If soccer is your game, move to Brazil! No, just kidding. This is a great soccer game, with plenty of action and detailed atmosphere. Say, if you can't use your hands in soccer, do you push the controller buttons with your feet?

FIFA INTERNATIONAL SOCCER '95

Electronic Arts for Genesis; sports, 8#2



Pretty much the same game as in the last version, but with a few small improvements that will keep this game repeating as the world champion fo all the soccer games

FORMULA ONE WORLD CHAMPIONSHIP

Sega of America for Sega CD; review, 7#10

This is just like learning to drive for real. If you don't master all of the moves and put in a lot of time on the tracks, you're not going to win. Great introductory scenes undercut the so-so game graphics.

OVERALL 77%

Jaleco for SNES, review 7#9

This wrestling game hits the mat like the local cannon fodder after an airplane spin from Hulk Hogan. You could give this game a rent, or you could just count to three. It's out.

HARDBALL '94

Accolade for Genesis, sports, 7#8

This is actually kind of a 1994 statistical update for Hardball III. but, if you're one of those people who sits for an entire summer baking your brains out in the bleachers, this cart is what you're looking for.

Virgin Interactive for Sega CD; review, 7#7; strategy, 7#8

This CD is packed to the brim with the original *Heart of the* Alien game and this new sequel. This time you're Buddy and must rescue Lester from your mysterious brethren. Graphics are dated, but the game's so difficult you keep going for hours.

THE IGNITION FACTOR

Jaleco for SNES; review, 8#2

While the graphics have some nice touches, and the music and sound effects get you moving at a fever pitch, the so-so controls and stages that are more than a lot alike kinda spray water all over what could have been a hot game.

INDIANA IONES' GREATEST ADVENTURES

JVC for SNES; review, 7#11

A one dimensional side scroller with a few semi-3-D interludes that, while providing a modicum of entertainment, doesn't really live up to the excitement of an Indy Jones movie. Give this one a rent before you sell your whip to buy it.

OVERALL 84%

IRON HELIX

Spectrum Holobyte for Sega CD; review, 8#2

This is a game that requires a lot, repeat, a lot, of patience and time. This space age search-for-the-damn-clues game has some very nice graphics, but the music and sound effects really suck. Be bored — be very bored!

IEOPARDY! SPORTS EDITION

Gametek for Genesis, SNES, and Game Gear; sports, 7#9

Jeopardy! is probably the finest game show on commercial TV. One of the reasons for this is the diversity of questions asked. If you'd like to play Jeopardy! and only have to answer sports questions, this is for you.

raes 70%; game gear 68%; gen 66%

JURASSIC PARK: RAMPAGE EDITION

Sega of America for Genesis; review, 7#12

While the sequel to the movie isn't out yet, it seems that sequels to the video game go on and on. Here you get to be either Dr. Grant or (surprise!) a raptor. Save the dinosaur eggs from the forces of evil or just munch humans. Yawn!



Every one should have these games as a permanent part of their collection!

1. Earthworm Jim

Playmates for SNES

If you don't dig this game, go to Heck!

2. Mortal Kombat II

Sculpture Soft for SNES 95%

Finish him! What more could we say?

3. The Lion King

Virgin for Genesis 94%

In the jungle, this game roars! Get it!

4. Stunt Race FX

Nintendo for SNES 90%

A great racing game! You need this game!

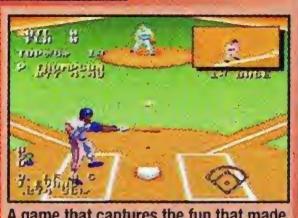
5. Super Bomberman 2

Nintendo for SNES

86%

Get a multitap and four friends and blow yourselves to kingdom come! Big fun!!!

KEN GRIFFY IR PRESENTS: MAJOR LEAGUE BASEBALL NINTENDO OF AMERICA FOR SNES sports 7#6



A game that captures the fun that made baseball the national institution it is. Responsive controls and entertaining game play are its solid foundation.

OVERALL 90%

MICKEY MANIA: TIMELESS ADVENTURES OF MICKEY SONY FOR GENESIS, SNES AND SEGA CD review 7#10, 7#11



You don't want any other game with Mickey — this is the one!!! Clips from old Disney cartoons, smooth animation and scaling make this game a must!

GEN & SNES 96% • SEGA CD 97%

MORTAL KOMBAT GENR GG MA-13, CD MA-17]

ACCLAIM FOR ALL MACHINES

• CD review, 7#5 strategy, 6#10





Bone-crunching action (and blood for the Sega!) makes this one of the top fighting games. You'll love those finishing moves! The Sega CD version has a video trailer.

SNES & GEN 90% • CD 72% • GB 78% • GG 82%

LA RUSSA BASEBALL '95

Electronic Arts for Genesis; sports, 7#12

This side-scroller lets you fly through 'cyberspace' after blasting open access portals. It's OK, but not great. If you've got nothing better to do, get a friend and rent it.

THE LAWNMOWER MAN

Time Warner Interactive for Genesis; review, 7#10

This side-scroller lets you fly through 'cyberspace' after blasting open access portals. It's OK, but not great. If you've got nothing better to do, get a friend and rent it.

LETHAL ENFORCERS II

Konami for Genesis; review, 7#12

This western shooter is cool, but probably just becaus the light gun, which is named the Justifier, is so damn accurate! Parents might want to think twice before letting their children get the idea that pointing guns at people is fun!

THE LION KING

Virgin for SNES and Genesis; review, 7#11



Travel through Simba's life, facing challenges and puzzles in a game so smoothly animated, you'll swear it's a movie! This game may prove to be a bit hard for kids, though. You need this game!!!

SNES 96%; GEN 94%

· MADDEN NEL '95

Electronic Arts for Genesis; review, 8#2



This is the Genesis version of a great football game. Just about the only advantage this version has is that on the stats screen, you see the player's names, not just their numbers.

OVERALL 92%

MADDEN NFL '95

Electronic Arts for SNES; sports, 7#11



An updated play book and improved player animation, plus the removal of passing windows make this a winner! Each team has a full 48 man roster and there's an All-Madden team included.

MARKO

Domark for Genesis; review, 7#11

This is a cheery, little, well animated game that not only lets you defeat the evil Colonel Brown, but you get to recycle aluminum cans along the way! Excellent sound effects add to the politically correct fun!

MAXIMUM CARNAGE

Acclaim/LJN for Genesis; review, 7#11

Basically the same game as the SNES version, with the usual letdowns. The graphics are alittle flat, and the sound track doesn't sound as full. While not as cool looking as the SNES version, this game is still one tough cookie!

OVERALL 80%

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Electronic Arts for SNES; review, 7#11

The guy who thought this game up must have been kidding! MJ runs around in a nightmare landscape, killing mutants with basketballs. If this cart had more humor, it might have been better. This is OK for young Jackson fans; otherwise, shine it.

What YOU think

I know Super Metroid and Super Street Fighter II are different types of games from Final Fantasy III, but FFIII is unquestionably the greatest game ever created. Its unbellevable graphics, great sound and undying storyline are landasticl

- Dennis Maze, Longdale, OK

MICKEY MOUSE: GREAT MYSTERY CIRCUS

Capcom for SNES; review, 7#10

This is a game for your little brother. You don't want him playing this crappy game on your game system, believe me! Lousy controls and a total lack of replay value are just two of the low points this game has to offer. M - I - C... See ya later, you rat!

MICKEY'S ULTIMATE CHALLENGE

Hi Tech Expressions for SNES; review, 7#8

A multi-level game that Mouseketeers of all ages can enjoy. although, considering the subject matter, it will probably be enjoyed most by the K through 3rd grade gang.

WERALL 71%

MIDNIGHT RAIDERS

Sega for Sega CD; review, 8#2

If you're one of those strange people who really liked Tomcat Alley, then this game is for you. There's not much to do except center the cursor and push the fire button. Wow! The only real good thing here are the sound effects. There's no fun here.

MIGHTY MORPHIN POWER RANGERS

Sega for Genesis; review, 8#1

If you're a fan of the TV show (and what four to six year old isn't), you're really gonna love this action game. If, on the other hand, you happen to think the TV show sucks, well, you're gonna think this actionless action game sucks as well.

WERALL 72%

MIGHTY MORPHIN POWER RANGERS

Sega of America for Sega CD; review, 8#2

Hey, if you're six years old or younger, you're really gonna love seeing your favorite super heroes take on Rita Repulsa and her evil henchmen in a battle for world domination. If you're older, you're not gonna give a rat's ass! Be sure to miss this one.

OVERALL 76%

Electronic Arts for SNES and Genesis; sports, 7#4, 7#8

An arcade-style cart that focuses more on action than strategy. Large characters and fluid animations are a big plus, but tough control and a lack of options hold this one back.

MORTAL KOMBAT II [MA-17]

Sculptured Soft for SNES, Probe for Gen.; review, 7#9



It's BAD and it's BACK! Fatalities, mayhem and blood - more blood than you can shake a spine at! (Of course, you have to rip that spine outa your opponent, first!) This plays like a horror movie!

MÖRTAL KÖMBAT II

Acclaim for Game Boy, Game Gear; review, 7#9

These two handheld versions of Mortal Kombat II either suck or bite. It's your choice.

iame <mark>804 40%; Game Gear 4</mark>5%

NBA ACTION STARRING DAVID ROBINSON

Sega of America for Game Gear; sports, 7#8

This game was probably thought of by an optometrist, whose services you're going to need after straining your eyes trying to control your team, particularly on defense.

NBA LIVE '95

Electronic Arts for SNES; sports, 7#12



Electronic Arts has pulled out the old engine that drove its earlier basketball games and replaced it with a faster, smoother and more impressive model. This is like being on the court! Wow!

• NBA LIVE '95

Electronic Arts for Genesis; review, 8#2

Once again, the Genesis version of another Electronic Arts sports game just doesn't quite measure up to the SNES version, even though this is a very playable game in its own right. Trying to steal the ball can be a problem, though

OTERALL 89% NEWMAN/HAAS INDYCAR W/NIGEL MANSEL

Acclaim for Genesis; review, 8#1

Let's face it — there are racing sims out there that are a lot better than this one, so why don't you go out and buy one of those? You'd have more fun and Nigel could get some much needed rest.

NHL '95

Electronic Arts for SNES; sports, 8#2



The version of this icy classic carries on the tradition of kicking butt, but not on its Genesis counterpont. The action moves too fast for most players, almost to the point of insanity.

OVERALL 50%

G.D.W.

game discount warehouse inc.

(312) 736-5315

DEPT P12 P.O BOX 41936 CHICAGO, IL 60641

OVERNIGHT SHIPOWINTO MINENTALLS S-I () PER SHILML | | | MAIL TO | | I OTHER LX III) & ANADA MO INTERNATIONAL HANDLING COD SHOW

THE STATE OF A STATE OF THE ACTUAL VALUE ARRESTS OF THE TUBE TO AND WHITE TACHLE IS AME



3 ON 3 RAPBALL	\$52	MIGHTY MAX	\$56
ACME ANIMATION FACT	\$64		\$68
AERO FIGHTERS	\$51	NBA JAM	\$59
AERO THE ACROBAT 2	\$59	NBA LIVE 95	\$58
AIR STRIKE PATROL	\$54	NCAA FOOTBALL	\$54
AKIRA	\$58	NEWMANHAAS RACING	\$62
ALL UNSER JR.	\$51	NFL QUARTERBACK CLUB	\$64
ANIMANIACS	\$54	NHL '95	\$54
ARCUS ODYSSEY	\$53	NICKELODEON GUTS	\$53
BALLZ	\$48	OPERATION THUNDERBOLT	\$52
BASSMASTER	\$59		\$53
BATTLETECH		PIRATES DARK WATER	\$52
BEAVIS & BUTT HEAD	-	PITFALL	\$62
BIKER MICE	\$49	POCKY & ROCKY 2	\$52
BLACK BASS 2	\$62	POWER INSTINCT	\$56
BOBBY'S WORLD	\$56	R-TYPE III	\$54
BREAKTHRU	\$411		\$5-4
BRETT HULL HOCKEY	\$56		
BRUTAL	\$56		\$62
CANNONDALE CUP	\$53		\$56
CAPTAIN COMMANDO	\$57	SAMURAI SHOWDOWN	\$59
CARRIER ACES	\$51		\$58
CHAVEZ ?	\$51	SHADOW	\$56
CLAYFIGHTER II	\$56		\$58
DEATHIRETURN SUPERMAN	-	SINK OR SWIM	\$48
DRAGON	\$56		\$58
DONKEY KONG COUNTRY DOUBLE DRAGON V	\$64		\$52
DOOBLE UNAGON V	\$56		\$53
DREAM PROBE EARTHWORM JIM ESPN FOOTBALL	\$51 \$62	SPARKSTER SPEED RACER	\$52
ECOM ECOYPALI	\$56		\$51
ESPN HOCKEY	\$56		\$54
CON PACING		STAR TREK FLEET STARGATE	\$49
EXO SONAD	\$51		\$61
FATAL FURY SPECIAL	\$58		\$54 \$56
FIGHTERS HISTORY	\$58		\$56
FINAL FANTASY III	\$66	SUPER ADV. ISLAND 2	\$58
FIRE STRIKER	\$49	SUPER BOMBERMAN 2	\$52
FLASHBACK	\$39		\$59
FLINTSONES (MOVIE)	\$54		\$55
FRANKENSTEIN	\$51	SUPER METROID SUPER PINBALL	\$45
FULL THROTTLE RACING	\$56	SUPER PUNCH-OUT	\$55
G-PI pt2	\$57	SUPER RETURN JEDI	559
GALACTIC DEFENDERS	\$53	SUPER SOCCER CHAMP 2	
GRID IRON	\$36	SUPER STREET FIGHTR 2	\$68
HAMMERLOCK	\$55	TECMO SUPER BASEBALL	\$59
HOME IMPROVEMENT	\$52	SUPER WRESTLING	\$59
IGNITION FACTOR	\$54	T2: ARCADE	\$29
INCREDIBLE HULK			\$45
INDIANA JONES GRT ADV.	\$59	THE TICK	\$52
INFRARED	\$38	TNN BASS TOURNAMENT	\$53
ITCHY & SCRATCHY	\$51	TOP GEAR 3000	\$54
JAGUAR	\$49	TROY AIKMAN FOOTBALL	\$59
TIMMAL	\$56	TRUE LIES	\$61
JURASSIC PARK 2	\$56	ULTIMA BLACK GATE	\$56
LEMMINGS 2	\$56	ULTIMA FALSE PROPHET	\$82
LION KING			
LORD OF DARKNESS	\$56	UNIRACERS	\$48
MADDEN NEL '95	\$54	VIRTUAL BART	\$59
MARIO PLANET	\$49		\$56
MASK MEGA MAN X2	\$59		\$48
METAL MORPH	\$59		\$51
MICHAEL JORDAN CHAOS			\$61
MICKEY'S PLAYTOWN			\$58
MICRO MACHINES	\$56		\$64 \$58
MICHT & MACIO	050	ZEGO THE MANUEL	200

\$58 ZERO THE KAMIKAZE





EGA	V	D-ROM	1
3 NINJAS	\$45	NBA BASKETBALL	\$49
36 GREATEST HOLES	\$49	NBA JAM	\$49
ADV, WILLY BEAMISH	\$41	NEL'S GREATEST TEAMS	\$45
AFTERBURNER 3	\$29	NBA JAM NFL'S GREATEST TEAMS NFL TRIVIA CHALLENGE NHL 94 NINUA WARRIORS NO ESCAPE NOVASTORM OUT OF THIS WORLD II PANIC PENN & TELLER PITFALL POPFUL POWER MONGER POWER RANGERS PRIME	\$45
AIRCARS	342	NHL 94	\$37
AKIRA	\$56	NO ESCAPE	\$45
AX-101	\$42	NOVASTORM	\$54
BABY BOOM	\$49	OUT OF THIS WORLD II	\$51
BATMAN & ROBIN	\$42	PANIC	\$43
BATTLE CORPS	\$39	PENN & TELLER	\$43
BC RACER	\$41	POPFUL	CAA
BRUTAL	548	POWER MONGER	\$43
BUBBA N STIX	\$41	POWER RANGERS	\$43
CADILLACS & DINASAURS	\$49	POWER RANGERS PRIME PRIM	\$45
COBPSE KILLER	\$40	PRINCE OF PERSIA	\$39
CRIME PATROL	\$45	RADICAL REX	\$45
DARK WIZARD	\$42	RAPID DEPLOY FORCE	541
DEMOLITION MAN	\$56	REVENGE OF THE NINJA	\$41
DINO BLAZE	\$58	REVENGERS VENGEANCE	\$41
DOUBLE SWITCH	\$44	RISE OF THE DRAGON	544
DRAGONS LAIR	\$49	BOAD AVENGER	\$41
DRAGON'S LAIR II	\$49	ROBO ALESTE	239
DUNE	\$47	SAMURAI SHOWDOWN	\$44
DUNGEON MASTER	\$42	SECRET OF MONKEY ISL	\$42
ECCO THE DOLPHIN	\$29	SHADOW OF ATLANTIS	\$49
ECCO, TIDES OF TIME	549	SHADOW OF BEAST II	\$55
ESPN BASEBALL	24.6	SIDE POCKET	\$42
ESPN FOOTBALL	\$56	SAMURAL SHOWDOWN SECRET OF MONKEY ISL SHADOW OF ATLANTIS SHADOW OF BEAST II SHERLOCK HOUMES VOL 2 SIDE POCKET SILPHEED SKULJAGGER'S REVENGE SLAM CITY SCOTY PIPPIN SNATCHER SON OF CHUCK SOULSTAR SPACE ACE SPACE PIRATES SPIDERMAN VS KINGPIN STAR BLADE	542
ESPN HOCKEY	\$56	SKULJAGGER'S REVENGE	\$41
ESPN RACING	\$56	SLAM CITY SCOTY PIPPIN	\$52
ETERNAL CHAMPIONS	\$42	SNATCHER	\$42
EXTERMINATORS	\$5B	SON OF CHUCK	\$29
EYE OF THE BEHOLDERS	\$45	SPACE ACF	\$49
FAHRENHEIT	\$49	SPACE PIRATES	\$45
FATAL FURY SPECIAL	544	SPIDERMAN VS KINGPIN	\$39
FLASHBACK	\$49	STAR BLADE	\$42
FLYING NIGHTMARES GROUND ZERO TEXAS	\$42	STAH STRIKE	
HAMMER	\$42	STAR WARS CHESS STAR WARS HEL AS	\$42 \$42
HEIMDALL		STELLAR FIRE	11.2
HOME IMPROVEMENT	\$39	SUPREME WARRIOR	\$52
INCHEDIBLE HULK	\$59	SOUCHONE STRUCK	240
INCREDIBLE TOOMS IND. JONES ATLANTIS	\$49	SYLVESTER & TWEETY	\$59
IRON HELIX	549	TERMINATOR THIRD WORLD WAR	\$44
JEOPARDYI	\$49	TIME COP	\$42
JURASSIC PARK	\$49	TIME GAL	\$39
KIDS ON SITE	\$31	TIME SUIP	\$39
LAWNWUNGH MAN	\$41	TOTAL CARNAGE	\$49 \$51
LETHAL ENFORCERS 2	542	TRIVIAL PURSUIT	\$53
LINKS	\$56		\$44
LOADSTAR	\$49	WHEEL OF FORTUNE	\$49
LINKS LOADSTAR LUNAR	544	WHO SHOT JOHNNY ROCK	\$45
MAD DOG MCHEE	347	WING COMMANDER	\$41
MANSION HIDDEN SOUL	\$47	Andrew Markette Marke	\$49 \$39
MEGA RACE	\$43	WOLFCHILD WONDER DOG WORLD CHAMP RALLY WORLD CUP GOLF WWF RAGE IN THE CAGE	\$39
MIDNIGHT RAIDERS	\$51	WORLD CHAMP RALLY	\$42
MORTAL KOMBAT	\$34	WORLD CUP GOLF	\$46
MYST	\$44	WWF RAGE IN THE CAGE	\$49



AEROBIZ SUPERSONIC	- U	Ľ.	NESIS	
ARFORIZ SUPERSONIC ARIGA ANIRA AL UNSER JR. AL UNSER JR. AL UNSER JR. AL UNSER JR. AS6 NEW HORIZONS S68 ART OF FIGHTING S58 NFL SPORTS TALK '95 S57 ART OF FIGHTING S58 NFL SPORTS TALK '95 S57 ART OF FIGHTING S58 NFL SPORTS TALK '95 S58 ART OF FIGHTING S58 NFL SPORTS TALK '95 S58 ART ASTER S59 BASS MASTER S50 BATMAN & ROBIN S49 DUTRIUNNERS S49 BEEATHOVEN S51 BEEATHOVEN S51 BEEATHOVEN S51 BOOBYS WORLD S53 BOODGERMAN S47 PAC MAN 2 S58 BRATTACK S41 PAC MAN 2 S58 BRATTACK S42 PAGEMASTER S59 BOOBYS WORLD S51 BOODGERMAN S47 PAG TOUR '95 S58 BRATTACY PAYNE STEWART GOLF S59 PAYNE STEWART GOLF S59 PAYNE STEWART GOLF S59 PAYNE STEWART GOLF S59 PAYNE STEWART SCL PETATES OF DARK WATER S59 POWER INSTINCT S59 POWER INSTINCT S59 S50 SAMURAL LLSTAR HOCKEY S51 ART OF FIGHTING S58 NFL SOURTS S49 PAC MATTACK S41 PAC MAN 2 S59 PAC MATTACK S42 PAGEMASTER S59 PAC MATTACK S43 PAC MATTACK S44 PAGEMASTER S59 PAC MATTACK S44 PAGEMASTER S59 PAC MAN 2 S59 PAC MATTACK S44 PAGEMASTER S59 PAC MATTACK S44 PAC MATTACK S45 PAC MATTACK S46 PATTE STEWART SOLF S55 PATTACK S47 PAC MAN 2 S57 PAC MATTACK S47 PAC MATTAC	AERO THE ACROBAT 2	\$49	INFL TEAM HEROES	\$51
AL UNSER JR. AL UNSER JR. ASHIMANIACS ART OF FIGHTING SSS NFL SPORTS TALK '95 SSS AASTER BASS MASTER BASS MASTER BEAS BUTHEAD SSS JPAC ATTACK SSS JPA		\$57	NHL '95	\$55
BEETHOVEN	AKIRA	\$56	NHL ALL-STAR HOCKEY	\$52
BEETHOVEN	AL UNSEH JH	\$46 CAE	NEW HORIZONS	\$62
BEETHOVEN	ART OF FIGHTING	200	NEL SPORTS TALK 95	350
BEETHOVEN	ATP TENNIS	\$48	NFL QUARTERBACK CLUB	549
BEETHOVEN	BASS MASTER	\$55	OFFROAD BAJA 1000	\$51
BEETHOVEN	BATMAN & ROBIN	\$49	OUTRUNNERS	\$45
## BOOGERMAN \$47 PGA TOUR '95 \$55	BEAVIS & BUTTHEAD	\$53	PAC ATTACK	542
## BOOGERMAN \$47 PGA TOUR '95 \$55	BILL WALSH 796	\$51	PACEMACTED	
## BOOGERMAN \$47 PGA TOUR '95 \$55	BORRY'S WORLD	\$54 \$51	PAYNE STEWART GOLE	\$57
BOXING LEGENDS / RING		4.0	The state of the s	\$55
BUSY TOWN	nounce a common a common	\$45	PHANTASY STAR IV	\$78
BUSY TOWN	BRETT HULL 95			-
COMMANDO RAID CONTRA HARD CORPS S51 RED ZONE S52 RED ZONE S53 RES OF THE ROBOTS S53 ROCK & ROLL RACING S44 RUGBY CUP '95 S53 SAURAI SHOWDOWN S56 SAMURAI SHOWDOWN S57 SSA COOBY DOO S46 SEA QUEST DSV S57 SHOOLORE 2 S68 SHINING FORCE 2 S68 SHOOL RESEARCH S57 STORE FORCE 2 S68 SHOOL RESEARCH S57 STORE FORCE 2 S68 SHOOL RESEARCH S58 STORE FORCE 2 S68 SHOOL RESEARCH S57 SHOOL RESEARCH S58 SHOOL RESEA	BRUTAL	\$51	PITFALL	\$59
COMMANDO RAID CONTRA HARD CORPS S51 RED ZONE S52 RED ZONE S53 RES OF THE ROBOTS S53 ROCK & ROLL RACING S44 RUGBY CUP '95 S53 SAURAI SHOWDOWN S56 SAMURAI SHOWDOWN S57 SSA COOBY DOO S46 SEA QUEST DSV S57 SHOOLORE 2 S68 SHINING FORCE 2 S68 SHOOL RESEARCH S57 STORE FORCE 2 S68 SHOOL RESEARCH S57 STORE FORCE 2 S68 SHOOL RESEARCH S58 STORE FORCE 2 S68 SHOOL RESEARCH S57 SHOOL RESEARCH S58 SHOOL RESEA	CHAVEZ ROYALG 2	544	POWER INSTINCT	
COMMANDO RAID CONTRA HARD CORPS S51 RED ZONE S52 RED ZONE S53 RES OF THE ROBOTS S53 ROCK & ROLL RACING S44 RUGBY CUP '95 S53 SAURAI SHOWDOWN S56 SAMURAI SHOWDOWN S57 SSA COOBY DOO S46 SEA QUEST DSV S57 SHOOLORE 2 S68 SHINING FORCE 2 S68 SHOOL RESEARCH S57 STORE FORCE 2 S68 SHOOL RESEARCH S57 STORE FORCE 2 S68 SHOOL RESEARCH S58 STORE FORCE 2 S68 SHOOL RESEARCH S57 SHOOL RESEARCH S58 SHOOL RESEA	CLAYFIGHTER	552	RADICAL REY	-
DEMOLITION MAN \$56 ROCK & ROLL RACING \$40 DISNEYS BONKERS \$44 RUGBY CUP '95 \$52 DOUBLE DRAGON V \$53 SAMURAI SHOWDOWN \$56 DOUBLE DRIBBLE \$49 SCOOBY DOO \$48 EARTHWORM & JIM \$61 SEA OUEST DSV \$55 ECCO JR. \$42 SHADOW \$55 ESPN FOOTBALL \$56 SHINING FORCE 2 \$68 ESPN HOCKEY \$56 SHINING FORCE 2 \$68 ESPN HOCKEY \$56 SHINING FORCE 2 \$68 ESYN FOOTBALL \$56 SHINING FORCE 2 \$68 ESPN HOCKEY \$56 SHINING FORCE 2 \$68 ESYN FOOTBALL \$57 STAT TREK: D.S.N \$58 SEA FOLL \$55	COMMANDO RAID	\$43	RAINBOW ISLAND	
DEMOLITION MAN \$56 ROCK & ROLL RACING \$40 DISNEYS BONKERS \$44 RUGBY CUP '95 \$52 DOUBLE DRAGON V \$53 SAMURAI SHOWDOWN \$56 DOUBLE DRIBBLE \$49 SCOOBY DOO \$48 EARTHWORM & JIM \$61 SEA OUEST DSV \$55 ECCO JR. \$42 SHADOW \$55 ESPN FOOTBALL \$56 SHINING FORCE 2 \$68 ESPN HOCKEY \$56 SHINING FORCE 2 \$68 ESPN HOCKEY \$56 SHINING FORCE 2 \$68 ESYN FOOTBALL \$56 SHINING FORCE 2 \$68 ESPN HOCKEY \$56 SHINING FORCE 2 \$68 ESYN FOOTBALL \$57 STAT TREK: D.S.N \$58 SEA FOLL \$55	CONTRA HARD CORPS	\$51	RED ZONE	\$47
DORAGON \$56 \$56 \$57 \$57 \$58 \$5		\$51	RISE OF THE ROBOTS	\$56
DORAGON \$56 \$56 \$57 \$57 \$58 \$5	DEMOLITION MAN	\$56	ROCK & ROLL RACING	546
DOUBLE DRIBBLE \$49 EARTHWORM & JIM \$61 ECCO JR. \$42 ECCO JR. \$42 ECCO, TIDES OF TIME \$49 ESPN FOOTBALL \$56 ESPN FOOTBALL \$56 ESPN HACING \$56 ESPN HACING \$56 ESPN HACING \$56 EXO SOUAD \$51 FIFA INTERNATIONAL '95 \$55 FIRE TEAM ROGUE \$48 FUNK \$51 FUNK \$52 FUNK \$51 FUNK \$53 FUNK \$51 FUNK \$52 FUNK \$53 FUNK \$54 SCHERTONALL '95 \$45 SEARTATIRE SLAM MASTERS \$55 SPEED RACER	COACOAL	Sadad	HUGBT CUP 35	
SECO JR. S42 SHADOW S55 SECO JR. S42 SHADOW S55 SHOUTH S49 SHAO-FU S56 SEPN FOOTBALL S56 SHINING FORCE 2 S62 SEPN HOCKEY S56 SEPN HOCKEY S55 STEVEN KNUCKLES S58 SEPED BACER S49 STAR TREK: D.S.N. S54 STARGATE S53 STEVEN SEGAL S53 SUPERBIKE CHALLENGE S48 SUPERBIKE CHALLENGE S48 SUPERBIKE CHALLENGE S48 SEPN HOME IMPROVEMENT S52 SYLVESTER & TWEETY S45 SYNDICATE S54 SEPN HOME IMPROVEMENT S52 SYLVESTER & TWEETY S56 SEPN HOME IMPROVEMENT S55 SYLVESTER & TWEETY S55 STEVEN SEGAL S53 STEVEN SEGAL S53 SUPERBIKE CHALLENGE S48 SEPN HOME IMPROVEMENT S55 SYLVESTER & TWEETY S45 SEPN HOME IMPROVEMENT S55 SYLVESTER & TWEETY S55 SYLVESTER	DOUBLE DRAGON V	652		
SECO JR. S42 SHADOW S55 SECO JR. S42 SHADOW S55 SHOUTH S49 SHAO-FU S56 SEPN FOOTBALL S56 SHINING FORCE 2 S62 SEPN HOCKEY S56 SEPN HOCKEY S55 STEVEN KNUCKLES S58 SEPED BACER S49 STAR TREK: D.S.N. S54 STARGATE S53 STEVEN SEGAL S53 SUPERBIKE CHALLENGE S48 SUPERBIKE CHALLENGE S48 SUPERBIKE CHALLENGE S48 SEPN HOME IMPROVEMENT S52 SYLVESTER & TWEETY S45 SYNDICATE S54 SEPN HOME IMPROVEMENT S52 SYLVESTER & TWEETY S56 SEPN HOME IMPROVEMENT S55 SYLVESTER & TWEETY S55 STEVEN SEGAL S53 STEVEN SEGAL S53 SUPERBIKE CHALLENGE S48 SEPN HOME IMPROVEMENT S55 SYLVESTER & TWEETY S45 SEPN HOME IMPROVEMENT S55 SYLVESTER & TWEETY S55 SYLVESTER	DOUBLE DRIBBLE	5.19	SCOORY DOO	
SACONTIDES OF TIME	EARTHWOHM & JIM	SET	SEA QUEST DSV	555
ESYN HACING EXO SOUAD FIFA INTERNATIONAL 95 FIRE TEAM ROGUE FILINTSONES (MOVIE) FRANKENSTEIN GENERAL CHAOS GENERATIONS LOST GREAT CIRUS MYSTERY HOME IMPROVEMENT STARGATE STEVEN SEGAL STONE PROTECTORS SEMERATIONS LOST GREAT CIRUS MYSTERY HOME IMPROVEMENT SCAWASAKI CHALLENGE KING THE MONSTERS 2 LETHAL ENFORCERS 3 LET	ECCO JR.	\$42	SHADOW	\$55
ESYN HACING EXO SOUAD FIFA INTERNATIONAL 95 FIRE TEAM ROGUE FILINTSONES (MOVIE) FRANKENSTEIN GENERAL CHAOS GENERATIONS LOST GREAT CIRUS MYSTERY HOME IMPROVEMENT STARGATE STEVEN SEGAL STONE PROTECTORS SEMERATIONS LOST GREAT CIRUS MYSTERY HOME IMPROVEMENT SCAWASAKI CHALLENGE KING THE MONSTERS 2 LETHAL ENFORCERS 3 LET	ECCO. TIDES OF TIME	\$49	SHAQ-FU	\$59
ESYN HACING EXO SOUAD FIFA INTERNATIONAL 95 FIRE TEAM ROGUE FILINTSONES (MOVIE) FRANKENSTEIN GENERAL CHAOS GENERATIONS LOST GREAT CIRUS MYSTERY HOME IMPROVEMENT STARGATE STEVEN SEGAL STONE PROTECTORS SEMERATIONS LOST GREAT CIRUS MYSTERY HOME IMPROVEMENT SCAWASAKI CHALLENGE KING THE MONSTERS 2 LETHAL ENFORCERS 3 LET	ESPN FOOTBALL	\$56	SHINING FORCE 2	\$62
FIFA INTERNATIONAL '95 S5 SPIDERMAN VENOM CARN \$54 STAR TREK: D.S.N. \$54 STAR TREK: D.S.N. \$55 STAR TREK: D.S.N. \$54 STAR TREK: D.S.N. \$54 STAR TREK: D.S.N. \$55 STAR TREK: D.S.N. \$54 STAR TREK: D.S.N. \$55 STAR TREK: D.S.	ESPN HOCKEY	\$55 \$66	SOME & KNIICKLES	
FIFA INTERNATIONAL '95 S5 SPIDERMAN VENOM CARN \$54 STAR TREK: D.S.N. \$54 STAR TREK: D.S.N. \$55 STAR TREK: D.S.N. \$54 STAR TREK: D.S.N. \$54 STAR TREK: D.S.N. \$55 STAR TREK: D.S.N. \$54 STAR TREK: D.S.N. \$55 STAR TREK: D.S.	EXO SOLIAD	\$51	SPEED RACER	
FIRE TEAM ROGUE FUNK S51 FUNK S51 FUNK S51 FUNTSONES (MOVIE) FRANKENSTEIN S49 GENERAL CHAOS GENERATIONS LOST GREAT CIRUS MYSTERY FORME IMPROVEMENT S52 FORME IMPROVEMENT S53 FORMET STREET FIGHTER S54 FORME IMPROVEMENT S55 FORMER STREET FIGHTER S56 GENERATIONS LOST GREAT CIRUS MYSTERY S56 GENERATIONS LOST GREAT CIRUS MYSTERY S56 GENERATIONS LOST GREAT CIRUS MYSTERY S56 GENERATIONS LOST GENERATIONS LOST GENERATIONS LOST GENERAL CHALLENGE S47 FORME IMPROVEMENT S52 FORME FROTECTORS S54 FORME FROTECTORS S54 FORME FROTECTORS S54 FORME FROTECTORS S54 STEVEN SEGAL S53 STEVEN SEGAL S53 STONE PROTECTORS S54 SUPERBIKE CHALLENGE S48 SUPER STREET FIGHTER S58 STAR TREK: D.S.N. S53 STARGATE S53 STONE PROTECTORS S54 SUPER STREET FIGHTER S54 STONE PROTECTORS S54 SUPER STREET FIGHTER S54 SUPER STREET FIGHTER S54 SUPER STREET FIGHTER S54 STONE PROTECTORS S54 SUPER STREET FIGHTER S54 STONE PROTECTORS S54 SUPER STREET FIGHTER S54 SUPER STREET FIGHTER S54 STONE PROTECTORS S54 STONE PROTECTOR S55 STONE PROTECTOR S54 STONE PROTECTOR S55 STONE PROTECTOR S54 STONE PROTECTOR S54 STONE PROTECTOR S55	FIFA INTERNATIONAL '95	\$55	SPIDERMAN VENOM CARN	
FUNK FUNK FUNTSONES (MOVIE) FRANKENSTEIN SENERAL CHAOS GENERAL CHAOS GENERATIONS LOST GREAT CIRUS MYSTERY HOME IMPROVEMENT SS2 SYLVESTER & TWEETY SS4 SYNDICATE SYNDICATE SS4 SYNDICATE SS4 SYNDICATE SS5 SYNDICATE SS6 SS4 SS4 SYNDICATE SS6 SS6 SS6 SS6 SS6 SS7 SS6 SS6 SS7 SS6 SS6	FIRE TEAM ROGUE	\$48	STAR TREK: D.S.N.	
SENERAL CHAOS GENERATIONS LOST GREAT CIRUS MYSTERY S56 GREAT CIRUS MYSTERY S56 HOME IMPROVEMENT NFRARED S39 TCHY & SCRATCHY S42 IAMMIT S54 KING THE MONSTERS 2 LETHAL ENFORCERS 2 LETHAL ENFORCERS 2 LETHAL ENFORCERS 2 LON KING LUPER STREET FIGHTER S68 SYLVESTER & TWEETY S45 SYNDICATE S57 TECMO HOCKEY S59 TECMO SUPER BASEBALL S52 THE TICK TOP GEAR 2 S48 THE TICK S48 THE TICK S49 TINN BASS TOURNAMENT S55 THOY AIKMAN FOOTBALL S54 URBAN STRIKE S52 UNNECCESSARY ROUGH URBAN STRIKE S52 UNNECCESSARY ROUGH S53 UNEWPOINT S57 VIEWPOINT S57 VIEWPOINT S57 VIEWPOINT S57 VIEWPOINT S57 VIEWPOINT S57 VIEWPOINT S58 VIEWPOINT S59 VIEWPOINT S59 VIEWPOINT S59 VIEWPOINT S50 VIEWPOINT S51 VIEUR STREET FIGHTER S68 S54 VIEWO SUPER BASEBALL S52 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S52 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBA	FUNK	\$51	STARGATE	
SENERAL CHAOS GENERATIONS LOST GREAT CIRUS MYSTERY S56 GREAT CIRUS MYSTERY S56 HOME IMPROVEMENT NFRARED S39 TCHY & SCRATCHY S42 IAMMIT S54 KING THE MONSTERS 2 LETHAL ENFORCERS 2 LETHAL ENFORCERS 2 LETHAL ENFORCERS 2 LON KING LUPER STREET FIGHTER S68 SYLVESTER & TWEETY S45 SYNDICATE S57 TECMO HOCKEY S59 TECMO SUPER BASEBALL S52 THE TICK TOP GEAR 2 S48 THE TICK S48 THE TICK S49 TINN BASS TOURNAMENT S55 THOY AIKMAN FOOTBALL S54 URBAN STRIKE S52 UNNECCESSARY ROUGH URBAN STRIKE S52 UNNECCESSARY ROUGH S53 UNEWPOINT S57 VIEWPOINT S57 VIEWPOINT S57 VIEWPOINT S57 VIEWPOINT S57 VIEWPOINT S57 VIEWPOINT S58 VIEWPOINT S59 VIEWPOINT S59 VIEWPOINT S59 VIEWPOINT S50 VIEWPOINT S51 VIEUR STREET FIGHTER S68 S54 VIEWO SUPER BASEBALL S52 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S52 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBALL S54 VIEW O SUPER BASEBALL S55 VIEW O SUPER BASEBA	FUNTSONES (MOVIE)	\$55	STEVEN SEGAL	
SENERATIONS LOST GREAT CIRUS MYSTERY S56 GREAT CIRUS MYSTERY HOME IMPROVEMENT S52 SYLVESTER & TWEETY S53 SYNDICATE S54 SYNDICATE S54 TECMO HOCKEY S59 SYNDICATE S54 TECMO SUPER BASEBALL S52 THE TICK TOP GEAR 2 THE TICK TOP GEAR TOP G	GENERAL CHAOS	\$49	STONE PROTECTORS	\$54
HOME IMPROVEMENT S52 SYLVESTER & TWEETY S45 NFRARED S39 SYNDICATE S54 SYNDICATE S54 TECMO HOCKEY S59 TECMO SUPER BASEBALL S52 THE TICK S48 THE TICK S55 THE TICK S55 THE TICK S55 THE TICK S48 THE TICK S55 THE TICK	GENERATIONS LOST	S47	SUPER STREET FIGHTER	SAR
HOME IMPROVEMENT S52 SYLVESTER & TWEETY S45 NFRARED S39 SYNDICATE S54 SYNDICATE S54 TECMO HOCKEY S59 TECMO SUPER BASEBALL S52 THE TICK S48 THE TICK S55 THE TICK S55 THE TICK S55 THE TICK S48 THE TICK S55 THE TICK	GREAT CIRUS MYSTERY	\$56	2	\$54
TCHY & SCRATCHY IAMMIT SSA ITECMO HOCKEY TECMO SUPER BASEBALL SSA ITECMO SUPER BASEBALL SSA ITMIT TOURN FIGHTERS SAB	HOME IMPROVEMENT	\$52	SYLVESTER & TWEETY	\$45
AMMIT CAWASAKI CHALLENGE CAWASAKI CAWASAKI CHALLENGE CAWASAKI CAWASAKI CHALLENGE CAWASAKI				
KAWASAKI CHALLENGE \$48 THE TICK \$48 KING THE MONSTERS 2 \$53 TOP GEAR 2 \$49 TMNT TOURN FIGHTERS \$49 TMNT TOURN FIGHTERS \$49 TMN BASS TOURNAMENT \$55 TMN	TCHY & SCHATCHY	542	TECMO HOCKEY	
KING THE MONSTERS 2 \$49 LAWINMOWER MAN \$48 LEMMINGS 2 \$49 LETHAL ENFORCERS 2 \$54 LIBERTY OR DEATH \$57 LION KING \$58 LUFIA \$54 MADDEN NFL '95 MASK MICHAEL JORDAN CHAOS \$52 MICHAEL JORDAN CHAOS \$54 MICHO MACHINES \$49 MICHO MACHINES \$54 MICHO MACHINES \$49 MICHO MACHINES \$54 MICHO MACHINES \$54 MICHO MACHINES \$55 MICHO M	CAWASAKI CHALLENGE	STU	THE TICK	
LEMMINGS 2 \$49 LEMMINGS 2 \$40 LEMMIN	KING THE MONSTERS 2	\$53	TOP GEAR 2	
LEMMINGS 2 \$49 TINN BASS TOURNAMENT \$55 TRUE LIES \$52 TRUE LIES \$52 TRUE LIES \$52 TRUE LIES \$52 TRUE LIES \$53 TRUE LIES \$53 TRUE LIES \$54 UNNECCESSARY ROUGH \$52 UNNECCESSARY ROUGH \$52 UNNECCESSARY ROUGH \$53 UNNECCESSARY ROUGH \$54 UNDECCESSARY ROUGH \$55 UNDECED \$55 UNDECCESSARY ROUGH \$55 UNDECCESSA	AWINDOWER MAK	CAR	TMMIT TOURN FIGHTERS	540
JBERTY OR DEATH \$57 JION KING \$58 JUNINECCESSARY ROUGH \$52 UNINECCESSARY ROUGH \$52 UNICCESSARY ROUGH \$52 UNICCESSARY ROUGH \$52 UNICCESSARY ROUGH \$52 U	EMMINGS 2	\$49	TNN BASS TOURNAMENT	
LION KING \$58 LUFIA \$54 WADDEN NFL '95 \$54 WASK \$54 WICHAEL JORDAN CHAOS \$52 WICHAEL JORDAN CHAOS \$52 WICHAEL JORDAN CHAOS \$54 WICHAEL JORDAN CHAOS \$54 WICHAEL JORDAN CHAOS \$54 WICHAEL JORDAN CHAOS \$54 WICHAEL JORDAN CHAOS \$55 WOLVERINE \$55 WORLD HEROES 2 \$51 WICHAEL JORDAN CHAOS \$55 WOLVERINE \$55 WORLD HEROES 2 \$51 WICHAEL JORDAN CHAOS \$55 WOLVERINE \$55 WORLD HEROES 2 \$51 WICHAEL JORDAN CHAOS \$55 WOLVERINE \$55 WORLD HEROES 2 \$51 WICHAEL JORDAN CHAOS \$55 WOLVERINE \$55 WORLD CHAOS \$55 WICHAEL JORDAN CHAOS \$55 WOLVERINE \$55 WORLD HEROES 2 \$51 WICHAEL JORDAN CHAOS \$55 WOLVERINE \$55 WORLD HEROES 2 \$51 WICHAEL JORDAN CHAOS \$55 WOLVERINE \$55 WORLD HEROES 2 \$51 WICHAEL JORDAN CHAOS \$55 WOLVERINE \$55 WORLD HEROES 2 \$51 WICHAEL JORDAN CHAOS \$55 WICHAEL JORDAN CHAOS \$5	ETHAL ENFORCERS 2	\$54	TROY AIKMAN FOOTBALL	
UFIA \$54 MADDEN NFL '95 \$54 MASK \$54 MICHAEL JORDAN CHAOS \$52 MICHO MACHINES \$49 MLBPA BASEBALL \$47 MICHAEL SAM MICHO MACHINES \$49 MICHO MACHINES \$54 MICHO MACHINES \$54 MICHO MACHINES \$54 MICHO MACHINES \$55 MICHO MACHINES \$54 MICHO MACHINES \$55 MICHO MACHINES				
MADDEN NFL '95 S54 MASK S54 MICHAEL JORDAN CHAOS \$52 MICHO MACHINES \$49 MLBPA BASEBALL \$47 MICHAEL SAM MICHO MACHINES \$49 MILBPA GRAND SLAM MORTAL KOMBAT II \$64 MIBA JAM \$49 MIBA JAM \$49 MIBA LIVE '95 \$54 MIBA JAM \$49 MIBA LIVE '95 \$54 MIBA LIVE '95 \$54 MICHAEL JORDAN \$54 MIBA JAM \$49 MIBA JAM \$49 MIBA JAM \$49 MIBA JAM \$49 MIBA LIVE '95 \$54 MIBA LIVE '95 \$54 MICHAEL JORDAN \$54 MIBA JAM \$49 MIBA LIVE '95 \$54 MIBA LIVE '95 \$54 MICHAEL JORDAN CHAOS \$58 MIBA JAM \$49 MIBA JAM \$49 MIBA JAM \$49 MIBA JAM \$49 MIBA LIVE '95 \$54 MIBA JAM \$54 M				
MASK MICHAEL JORDAN CHAOS \$52 MICHO MACHINES \$49 MLBPA BASEBALL \$47 MLBPA GRAND SLAM \$54 MORTAL KOMBAT II \$64 MIBA JAM \$49 MIBBA LIVE 95 \$54 MICHO MACHINES \$49 MORTAL KOMBAT II \$64 MORTAL CUP USA 94 MORTAL HEROES 2 \$51 MORTAL FIGHTERS \$54 MORTAL FIGHTERS \$55 MORTAL FIGHTERS \$54 MORTAL FIGHTERS \$54 MORTAL FIGHTERS \$55 MORTAL FIGHTERS \$54 MORTAL FIGHTERS \$55 MORTAL FIGHTERS \$54 MORTAL FIGHTERS \$55 M	MADDEN NFL '95			
MICRO MACHINES \$49 WACKY WORLDS \$54 MLBPA BASEBALL \$47 WOLFENSTIEN 3-D \$56 WORTAL KOMBAT II \$64 WORLD CUP USA 94 \$55 WALLIVE '95 \$54 WORLD HEROES 2 \$51 WRATH OF THE GODS \$58 WWF RAW \$59 X-MEN 2 \$51 K-MEN 2 \$51 K-MEN 2 \$51 K-MEN 2 \$58	MASK	\$54	VIEWPOINT	\$77
MLBPA BASEBALL \$47 MLBPA GRAND SLAM \$54 MORTAL KOMBAT II \$64 MORTAL KOMBAT II \$64 MORLD CUP USA 94 \$55 MORLD HEROES 2 \$51	MICHAEL JORDAN CHAOS	\$52	VIRTUAL FIGHTERS	\$54
MURTAL KOMBAT II S64 WORLD CUP USA 94 \$55 WORLD LIP USA 94 \$55 WORLD HEROES 2 \$51 WRATH OF THE GODS \$58 WWF RAW \$59 X-MEN 2 \$51 K-MEN 2 \$51 K-MEN 2 \$51 K-MEN 2 \$58 K-MEN 2 \$5	MICRO MACHINES	\$49	WACKY WORLDS	
## WORLD CUP USA 94 \$55 \$58 \$55 \$51 \$64 \$67 \$68 \$6	MEDA CHANO CLAM	\$47	WOLFENSTIEN 3-D	S56
### S54 WRATH OF THE GODS \$58 WRATH OF THE GODS \$58 WWF RAW \$59 \$59 \$51 \$51 \$51 \$51 \$52 \$53 \$53 \$53 \$54 \$54 \$54 \$54 \$54 \$54 \$54 \$54 \$54 \$54 \$55	MORTAL KOMBAT II	\$54	WORLD CLIP LISA 94	352 \$66
### S54 WRATH OF THE GODS \$58 WRATH OF THE GODS \$58 WWF RAW \$59 \$59 \$51 \$51 \$51 \$51 \$52 \$53 \$53 \$53 \$54 \$54 \$54 \$54 \$54 \$54 \$54 \$54 \$54 \$54 \$55	NBA JAM	\$49	WORLD HEROES 2	\$51
NCAA \$54 WWF RAW \$59 NFL '95 \$53 X-MEN 2 \$51 NFL QUARTERBACK CLUB \$62 ZERO KAMIKAZE \$48	JBA LIVE '95	\$54	WRATH OF THE GODS	\$58
FL 95 \$53 X-MEN 2 \$51 FL QUARTERBACK CLUB \$62 ZERO KAMIKAZE \$48	ICAA	\$54	WAVE DAW	eco
AFE CHANTENBACK CLUB SOZ ZEHO KANIKAZE SAS				\$51
			ZEHU KAWIKAZE	2-18

NBA JAM ACCLAIM FOR SNES, GENES AND GAME GEAR

• SNES review, 7#2 strategy, 6#11 and 7#3



This sports cart has more action than most action games. It does everything right — and it does it with the blazing speed of an action playoff game.

NHL 'YS

ELECTRONIC ARTS FOR SNES

• sports, 7#11



This year's version of the hockey favorite has a better overhead perspective and new check animations that really let you feel the action!

SHINING FORCE 2

SEGA OF AMERICA FOR GENESIS

• review, 7#8



Between PERSON

There are more puns, neat weapons and

hidden rooms to discover than before.

Battle scenes still seem a bit repetitive,

but, on the whole, this is a gem.

55F 11

CAPCOM FOR SNES

AND GENESIS

review, 7#7



Four new fighters, each with their own stage, push the number of combatants to 16! Action is the same, but the extras push this one close to perfection!!!

SNES 98% • GEN 96%

SNES 91% • GEN 87% • GG 83%

OVERALL 95%

Sega for Genesis; sports, 8#1

This year's installment of the gridiron classic will find a lot of fun play and some interesting roster management features, but Sega should have left well enough alone when it came to the graphics and artificial intelligence.

NFL QUARTERBACK CLUB

LJN for SNES and Genesis; review, 8#2

While there's not a whole lot of football strategy involved here, the extra stages that represent the annual quarterback competition are fun. The controls handle well and you're gonna want to play this over and over again.

OUTRUNNERS

Data East for Genesis; review, 7#8

Out-dated poop. Ancient caca. To say anything more about this prehistoric auto-racing cart would just be a waste of our time, and yours.

PAC MAN 2

Namco for SNES; review, 7#9

This game is too cute and you're gonna hate the way Ms. Pac Man has got Pac Man running fool's errands in this sorry return of an old classic. The controls suck and there aren't many bells and whistles. Rent it or leave it, the choice is yours!

PANIC

Data East for Sega CD; review, 8#1

This isn't so much of a game as it is an exercise in button pushing. You push a button and something weird happens. You might even win the game. This looks like it was designed by people on drugs for people on drugs!

PGA GOLF TOUR II

Time Warner for Game Gear; sports, 8#1

While the small screen makes the greens kinda hard to read and the screen redraw time may be a bit much, this game will satisfy those who just have to shoot 18 holes on their commute or lunch hour.

PGA GOLF TOUR III

Electronic Arts for Genesis; sports, 8#1

Tee off with Fuzzy Zoeller, Tom Kite or any one of eight other pros on eight of the hottest courses in America. This game features simple controls, great graphics and bells and whistles. Call the club and cancel your game. This is what you need!

PHANTASY STAR IV

Sega of America for Genesis; review, 8#2

The next installment in the Phantasy Star series lets you fight from inside a vehicle! Gosh, that's swell. There's nothing to set this apart from other RPGs, but RPGs don't come out all that often for the Genesis, so you make the call.

Overall 70%

PITFALL: THE MAYAN ADVENTURES

Activision for SNES and Genesis; review, 7#12

Just about anyone who played video games back in the dim, dark past remembers the original Pitfall game. Well, that game is back as a secret level in this remake that doesn't really add much except better graphics and backgrounds:

GEN 77%; SHES 78%

POPFUL MAIL

Working Designs for Sega CD; review, 8#2

We can't figure out just what the heck this game's name means, but the game itself is full of goofy humor. Besides, how many other games have a girl as the main hero... or is that heroine? Worth checking out, if you like RPGs.

POWER INSTINCT

Atlus for SNES; review, 8#2

There's a couple of things that make this game worthy of your fighting game dollars. First, the game controls extremely easily and the fighting looks good. Secondly, there's Grandma's Flying Denture Attack — a sure sign of a great game!

What YOU think

I just finished reading your september dissum I own a SILES and MK IL I can't believe that you guys gave Super Metroid a higher rating than MX IL-1 rented Super Metroid and I think Mortal Kombat II is a far superior game.

- John Almond, Stuart, FL

R.B.I. '94

Time Warner for Game Gear; sports, 7#12

There may be a baseball strike, but now you can squeeze in nine innings whenever you feel like it. There are a few control problems, like players picking off their own teammate's throws to home plate, but this is a good travelling game.

OVERALL 72%

REBEL ASSAULT

JVC for Sega CD; review, 7#8

A big, beautiful eyeful of computer-rendered 3-D graphics, digitized footage from the Star Wars films, and computer-rendered human actors make this a must-have for fans of the Lucas trilogy. A poor control interface means this is a graphics showcase.

RED ZONE

Time Warner Interactive for Genesis; review, 7#12

Those pesky Commies are at it again and it's up to you to save the world. But it's not as easy as it appears, since flying your attack helicopter is hampered by an overhead game view and poor game graphics. It is a challenge to beat this game.

OVERALL 95%

Nintendo for SNES; review, 8#2

A family oriented shooter (what?) that's a lot of fun. There's goofy animations and real cartoony graphics. The real innovative deal here is that this game is mouse compatible, making sighting and shooting a real breeze.

.........

RISTAR

Sega of America for Genesis; review, 8#2

Here we go again! This time, the mascot-to-be is this little star with ape-hanger arms that he uses to swing around on and grab stuff with. He's kinda cute, but aren't they all? This game is fun, so mayber you might wanna give it a try.

RISE OF THE ROBUTS

Acclaim for SNES; review,8#2 Yow! These robots look really great! I mean, these babies look like they could step right off the screen. And these backgrounds it looks like you're right there. Huh? you mean this is a game? I thought it was a screen saver. This is a clunker.

ROBO TREK

Enix for SNES; review, 7#12

An RPG with an interesting twist - you must construct androids and robots to do battle with the evil 'Hackers', who have taken over your planet! Save the world and learn sound construction principles in this nifty game!

ROCKO'S MODERN LIFE

Viacom for SNES; review, 7#8

Cable TV finally does something right for a change! While the majority of the game is spent trying to keep Rocko's pet from self-destructing, this cart is certainly no dog! The only down. side is that the game might be too tough for younger players. OYERALL 83%

R-TYPE III: THE THIRD LIGHTNING

Jaleco for SNES; review, 7#9

Mindless entertainment. You might say that, but this is one of the most excellent shooters to come down the pike in a long time! The levels are fiendish, and most of the bosses are huge and very nasty. Forget your brain and get that finger twitchin'!!!

OYERALL 83%

WWF RAW

LJN for SNES and Genesis; review, 8#2

There's nothing new here — it's just another wrestling cart. There are a few of the newer WWF wrestlers included and some MegaMoves (wow) that might help you claw your way to the top, but the only thing that's gonna be raw is your thumb.

SATURDAY NIGHT SLAM MASTERS

Capcom for SNES; review, 7#7

While this has been tailored so it vaguely resembles pro wrestling, the fighting is closer to Street Fighter, with wild, unrealistic attacks — many of which share the same button combinations as SF moves.

OVERALL 85%

SUPER METROID NINTENDO OF AMERICA FOR SNES review, 7#5

strategy, 7#6



Easily one of the best action-adventures ever. Really! Six massive zones and tons of hidden extras combine with smooth game play and state-of-the-art graphics. SONIC CD

SEGA OF AMERICA FOR SEGA CD

strategy, 6#11 and 7#1





The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD Game of the Year.

THE LION KING VIRGIN FOR SNES AND GENESIS review, 7#11



Travel through Simba's life, facing challenges and puzzles in a game so smoothly animated, you'll swear it's a movie! You need to go get this game!!!

SNES 96% • GEN 94%

WILDSNAKE

Bullet proof for SNES • review, 7#4





This puzzler has you lining up falling snakes so they consume the snakes on which they land. Every time a snake is eaten, the others wriggle into the space.

OVERALL 93%

OVERALL 97%

SCRUTCH GOLF

Vic Tokai for Game Gear; sports, 7#8

A fast and fun cart for folks who want to get in a quick 18 during their lunch break. A unique overhead perspective and some snappy music doesn't help the hit or miss stroke adjustment controls, however.

SHAQ FU

Electronic Arts for SNES; review, 7#11

With characters smaller than usual and moves that can be a pain to pull off, this isn't really all that great. The designers insisted on superb animation, and they got it, but that's all they got. Unless you're a real Shaq fan, this just ain't happening.

SHINING FORCE Sega of America for Game Gear; review, 7#10



This is a whole new game in the series and, to top it all off, you can play in your hands anywhere you want! The Sword of Hajya has been stolen. Can you get it back? Get this game. It's got what it takes!

SKULLKEEP: DUNGEON MASTER II

JVC for Sega CD; review, 7#9

A huge RPG with lots of puzzles and many, many monsters to kill. The control's the thing, though. The controls they give you in this game render you pretty much ineffective. The graphics aren't all that hot, either. This one's a coin toss.

SNATCHER

Konami for Sega CD; review, 8#1

A very gritty, adult graphic adventure that is sometimes hampered by a cutesy sense of humor. The graphics are good and the story is detailed enough to keep you coming back for more. This one is worth it!

SONIC & KNUCKLES

Sega of America for Genesis; review, 7#11



This breaks new ground with its 'backward compatability'. Play the game as Sonic or Knuckles and then, play Sonic 2 or 3 as Knuckles! Beautiful backgrounds and smooth animation make it a winner!

SPACE INVADERS

Nintendo for Game Boy; review, 8#2

This blast from the past is still a gas! Use your single-shot cannon to stop the mindless hordes of creepy looking bad guys before they can overrun your planet. Yes, it is kinda mindless, but it's also kinda fun! Take that, space creep!

SPARKSTER

Konami for SNES and Genesis; review 7#10, 7#11



The little Sonic-like guy is back for his second adventure, complete with a new haircut and an 'attitude'. If you were a big fan of the Rocket Knight Adventures, then you're gonna love this!

SNES 93%; GEN 94%

Acclaim for SNES; review, 7#8

A comic book that you can play! While the backgrounds tend to be a bit flat, the action is fast and furious, and the sound track by Green Jelly (Little Pig, Little Pig) is to die for!

SPORTS ILLUSTRATED GOLF CLASSIC

Malibu for Game Boy; sports, 7#12

OVERALL 91%

Imagine that you're a golfer out on the links and it's time for a real difficult 30 foot putt. Just before you swing the putter, you tie a thick black blindfold over your eyes, then you putt. Well, this game is kinda like that! Leave it in the clubhouse.

What YOU think

Uthink Mega Man X² deserves no less than a 100% rating, not the 95% you gave ill I liked all the other Mega Man tilles and I thought this was the greatest game of its type.

- Chad Schweitzer, Anna, OH

STARBLADE

Namco for Sega CD; review, 7#9

You're in this spaceship and you have no way of controlling who you want to fight. Strike one. Your enemy's budget is so poor that a lot of their ships are just wire frame. Strike two. Finally, this war for the universe only has two levels. Strike three!

STAR FLEET ACADEMY

Interplay for SNES; review, 7#12

You become a cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The graphics aren't all that hot and the classic missions don't really affect the game outcome at all.

STAR TREK: THE NEXT GENERATION —ECHOES FROM THE PAST

Sega of America for Genesis; review, 7#7

As commander-in-chief of the entire Star Trek universe, you're granted control of almost every conceivable option on the Enterprise, from mixing it up with Romulans to reading a computer essay on warp-field operations.

OVERALL 81%

STUNT RACE FX

Nintendo of America for SNES; review, 7#10



A good-looking, fast-moving racing game that will take time learning how to control. All the practice will be worth it, when you get to race those tracks behind the wheel of an 18-wheeler! Burn rubber!!!

Ubi Soft for SNES; review, 7#11

Take your choice of any one of eight racers and go for it. Whether you're racing, playing auto soccer, or just engaging in a little automotive street fight, this is one cart that works better when played in the multi-player mode.

SUPER ADVENTURE ISLAND II

Hudson Soft for SNES; review, 7#6

As in the previous games, you still run from left to right bashing little creatures. But this time around Master Higgens takes part in a non-linear RPG frantically searching island paradises for his missing wife.

SUPER BOMBERMAN II

Nintendo of America for SNES; review, 7#9

If you like big explosions, lots of levels, and the idea of being able to blow three of your friends up, then this is the game for you! The simplicity of play, coupled with eye-popping graphics, makes this a must have! Get this now, and have a blast!

SUPER PUNCH OUT!!

Nintendo for SNES; review, 8#1

This sequel to the amazingly popular Punch Out has some new characters, but it's the large, colorful characters and easy controls that make this game a winner. So grab this game and head for the gym!

SUPER RETURN OF THE JEDI

JVC for SNES; review, 7#11

This final installment of the Super Star Wars trilogy is the best of the lot. Great artwork and some nifty Mode 7 sections round out a top game. However, this still isn't the great game it should have been. May the Force be with you!

SUPER STREET FIGHTER II

Capcom for SNES and Genesis; review, 7#7



Four new fighters — Cammy, Fei Long, Dee Jay, and Thunder Hawk, each with their own stage, push the number of characters to 16! Action is the same, Four new fighters — Cammy, Fei Long, Dee Jay, but the extras push this one close to perfection.

SYNDICATE

Electronic Arts for Genesis; review, 8#1

Gangsters take over the world of the future and duke it out with hit squads in this futuristic action/strategy game. The overall challenge is difficult, but mainly because the game is hard to control. Kinda like playing with toy soldiers!

GWERALL 78%

TAZ IN ESCAPE FROM MARS

Sega of America for Genesis; review, 7#10

This isn't so much a game as it is a real Warner Brothers cartoon that you can control. The Taz is back and eating everything in his path to escape from Marvin the Martian. All fans of cartoons everywhere should have this game!

OVERALL 85%

WORLD SERIES BASEBALL SEGA OF AMERICA

FOR GENESIS Game Gear sports, 7#4 Genesis sports 7#5





All the real players and logos are here. The hits, throws, and runners all bring an excitement to the game that's often missing from the actual sport.

66 80% · GEN 90%

BUMNG BY MAIL

Buying by mail is dead cheap. But to make mailorder as painless as walking into a store, take a few precautions and follow these tips...

- First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If nec-

essary, contact the Better **Business Bureau** (use the one located in the same city as the mail-order company). Better **Business Bureaus log com**plaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

- Contact the company to check on availability. They may be offering MK II, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
- If possible, pay by credit card. For one reason, credit cards aren't charged until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders,

- they can be hard to trace. Once you've ordered your game, relax. It'll be sent out
- within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.
- Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the postal service that delivered it. Use recorded delivery on any returns.

 Some companies offer a trading option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery.

We can't quarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Service; 1350 Old **Bayshore Highway; Suite 210;** Burlingame; CA, 94010. We don't want to deal with disreputable companies any more than you.

Sunsoft for Game Boy; review, 7#9

A kinder, gentler Taz spins his way down the tubes with this soso effort. This ain't no Warner Brother's devil. Use this game for a Frisbee or for mindless entertainment on road trips with the family. Otherwise, just forget it!

TECMO SUPER BASEBALL

Tecmo for SNES; sports, 7#10



Now that baseball is on strike, I feel great! If you're a baseball fan, however, you should check this game out! It's just like being at the game!

THE ADVENTURES OF BATMAN AND ROBIN

Konami for SNES; review, 7#12

An excellent translation of a cartoon series to the game screen! This game is just like being in control of the TV hero. The only drawback is that the characters move a bit slow, due to the extremely fluid animation.

TIME TRAX

THQ for Genesis; review, 7#7

You'd think the show Time Trax was tailor-made for a game. but the outcome is only average. The levels in this action game look wonderful, but they're way too short.

TINY TOONS ADVENTURES; ACME ALL-STARS

Konami for Genesis; review, 7#11

Real nice animation and real cute characters are a definite plus for this game. Hard to manage controls and a repetitious sound track are definitely minuses. The game is entertaining, however. Spielberg fans will like it.

OVERALL 73%

TROY AIKMAN NFL FOOTBALL

Williams Enterprises for SNES and Gen.; sports, 7#9, 7#10

If the Dallas Cowboys played like this game does, they wouldn't have two Super Bowl rings. Poor graphics and choppy animation guarantee this entry a place in the basement of any league.

SHES 73%; GEN 77%

THE TWISTED TALES OF SPIKE MCFANG

Bullet-Proof for SNES; review, 7#6; strategy, 7#7

A busy young vampire prince stars in this tongue-in-cheek RPG/action game. Controls are simple to learn, but the game's never too easy. Bosses are impressive, each with new weapons and attack patterns.

OVERALL 85%

URBAN STRIKE

Electronic Arts for Genesis; review, 7#10

Once again, a crazy is threatening the U.S. and logically, the President sends in a single helicopter pilot to deal with the problem. Kill millions of screaming enemy soldiers, and blow up stuff real good. Oh yeah, get healed by Elvis in Vegas, too!

OVERALL 83%

Working Designs for Sega CD; review, 7#8

Here's another big RPG that is long on humor, contemporary cultural references, and weird plot twists, but short on battle screens and character differentiation. It is fun, however!

VIRTUAL BART

Acclaim for Genesis; review, 7#12

The only virtual thing about this game is that it virtually isn't much good! The graphics are substandard, the music is bland, and the controls, while laid out well, aren't very precise. On the whole, this game virtually stinks!

VORTEX

Electro Brain for SNES; review, 7#11

Morph between four different robots and blast polygon monsters in a polygon landscape. While this game doesn't even come close to virtual reality, it does have a lot of solid gameplay. This one should be rented before you buy it.

X-MEN: MUTANT APOCALYPSE

Capcom for SNES; review, 7#12

Lots of fist-pounding action and big, mean, colorful bosses will keep fans of the X-Men enthralled for a long time. The only drawbacks are stiff animation, thin music, and short levels. Still, this is one game that delivers a thrill!

WING COMMANDER

Electronic Arts for Sega CD; review, 7#7

This is more than just a flight sim — it not only follows a script, but the story is different depending on how well you fly as well. All your wing men talk to you, and you even get to attend their funerals if they don't make it through a mission.

WIZARDRY V: HEART OF THE MAELSTROM

Capcom for SNES; review, 7#7

This is for avid AD&D fans who get bored with pretty RPGs and who long for the days of endless campaigns in dark musty dungeons. You get solid adventure that leaves you screaming and tearing out your hair for days on end.

WOLVERINE: ADAMANTIUM RAGE

Sega of America for Genesis; review, 8#1

Fans of the X-Men are really gonna flip out when they get their mutant hands, claws, flippers or whatever on this game! Smooth animation, fantastic backgrounds and killer sound effects make this one a winner!

WORLD CHAMPION SOCCER II

Sega of America for Genesis; sports, 7#8

Now that the World Cup has come to the U.S., younger gamers might find this cart to be the perfect tool for vicarious participation in the world's most popular sport. Experienced gamers find it a bit boring, however. .

OVERALL 74%

MORLD CHP USA '94

U.S. Gold for SNES; sports, 7#7

This is packed with options and tries to adapt itself to a variety of skill levels. The most important part of the game — the actual game play — unfortunately takes a back seat to bells and whistles.

WORLD HEROES 2

Takara for SNES; review, 7#8

Not your average, run-of-the-mill fighting game! This cart could give MK II and SSFII a run for their money. This is definitely an addictive game!

WWF KING OF THE RING

LJN for NES; review, 7#7

Yeah, it's a basic fighting game — but it's a good one. You won't find any new or exciting moves here, but you've got all the staples of gratuitous violence readily available. All in all, a solid effort.

40GI BEAR

GameTek for SNES; review, 8#1

Yogi runs, jumps, collects stuff and bends over in this very boring game that was rendered gutless due to licensing restrictions placed on the developer by Hanna-Barbera. If you're a little kid, you might, repeat, might like this.

ZERO THE KAMIKAZE SOUIRRE

Sunsoft for Genesis; review, 7#12

Here's another spinoff involving a minor character from another game. The plucky squirrel (no, his name isn't Rocky) from Aero the Acro-Bat is is zooming and booming in his very own first adventure. Fly the friendly skies, er... squirrel!

What YOU think

You gave Itme Itax a very low rating. Granted, it isn't very much like the TV show, but I think it deserves more than the 67% you gave it. I think you guys should have your heads checked or something. Watch what you're doing heath trea

- Drew Lanta, Cook, GA

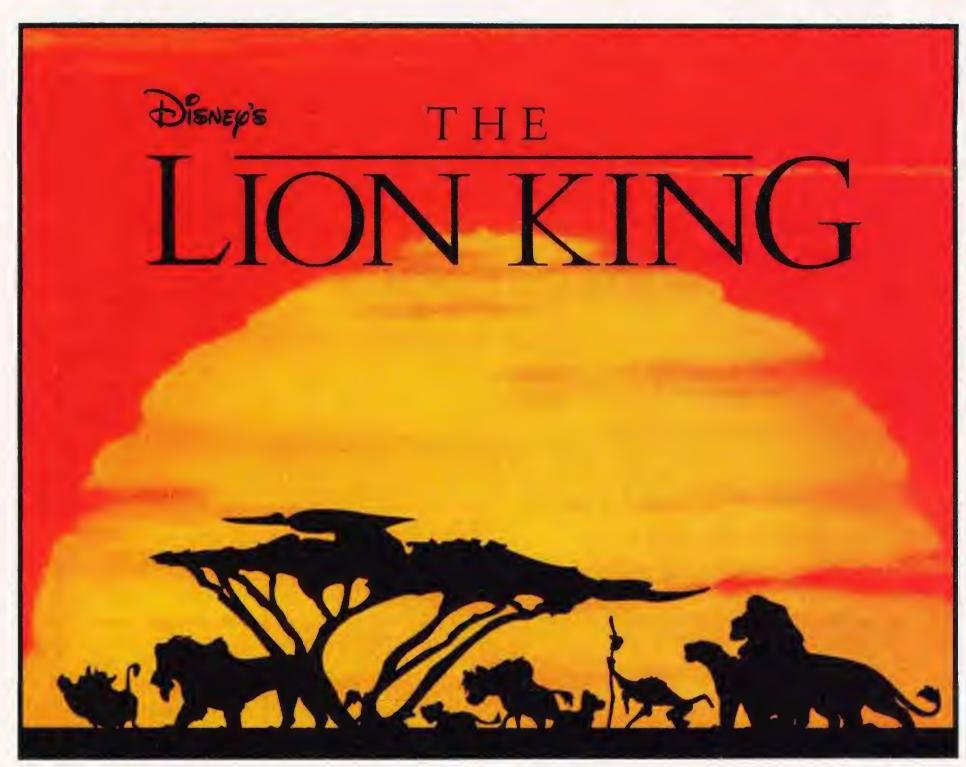
Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; Game Players; 1350 Old Bayshore Highway, Suite 210: Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

denotes games reviewed last month



ENTERTAINMENT GROUP, INC.

Your COMPLETE Shop at Home Source for: Games • Game Systems • Accessories



GENESISTONION SERVICE ONLY \$57.80



SUPER NINTENDO ENTERNAL MENT SYSTEM Only \$57.80 Relive the exciting, action packed moments of the movie as you guide Simba through his future kingdom. Overcome the wicked hyenas in the elephant graveyard. Experience real power as Simba grows into an adult. Only then will Simba be ready to challenge his ruthless uncle, Scar, and take his rightful place as ruler of the animal kingdom.

光型系统合金等管金子管金子管

Game Gear teams up with The Lion King for a special hardware pack-in offer just in time for the Holiday Season! A special limited edition blue Game Gear unit and a Lion King game cartridge—all in one special package. Travel through 10 exciting levels as Simba battles to regain his throne and restore peace to the Pridelands. Play Pumbaa in the bonus round as he races to eat bugs and avoid spiders! Escape a wildebeast stampede and battling packs of hyenas! LIMITED QUANTITIES of this special pack available—so place your orders early. Only \$114.80 • Game Gear cartridge only \$38.75

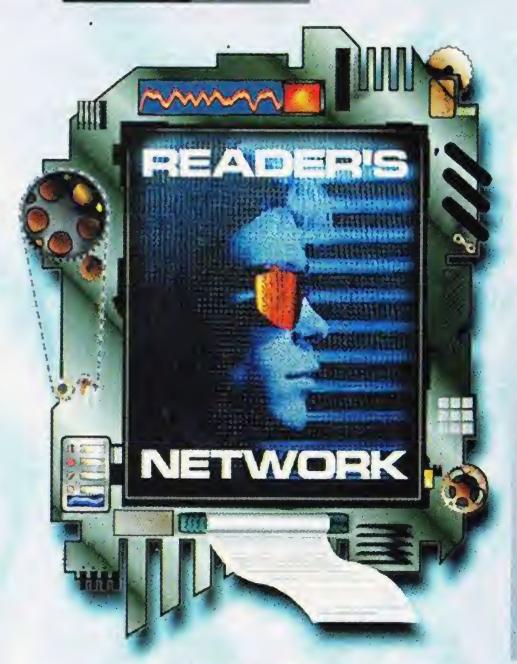
Sega Genesis System & The Lion King Game Cartridge - Only \$129.80



SEGA



VLM Features Not Only the Latest Titles but also those Hard-to-Find Classics! Thousands of titles in stock for Immediate Delivery! Game Systems and Accessories for Sega Genesis, Sega Game Gear, Sega CD, Nintendo, Super NES, Nintendo Gameboy, 3DO, Jaguar, Jaguar CD, Sega Genesis 32X and 32X CD, NEO GEO and More!



full of flakes, nuts and fruits! Know what? We love it this way! **YOU GUYS ARE NUTS!!!** As the newly crowned

Now that the inmates have taken over the asylum, we've discovered

that these letters pages are kind of like a bowl of Granola — chock

Editor of Game **Players**, this is the first time that I've had the pleasure(?) of doing the letters page. And with this new

responsibility I've learned the magazine's deepest, darkest secret - our readers are a bunch of loons! I mean it, you guys are deeply disturbed. Not that it bothers me - you fit right in with the rest of the GP team. But geez, some of the things you write...

This month's theme seems to be raging and ranting, at different systems, games, or whatever else is nearby. That's cool. These pages are the perfect place to let off a little steam - a lot better than taking to the streets to rip people's

spines out. So if you've ever got a beef with a game, a company, or even (gasp!) our fine magazine, scrawl it out on paper and send it on. We especially enjoy hearing from you freaks out there. Your letters, while often scary, are always a guaranteed laugh. And isn't that just what we all need — more laughter in the world? You freaks could heal all our souls with a simple letter. So send it!

Also, I want you guys to know that I value your opinions just as much as Mark did, so keep 'em coming. No matter who's in charge, this magazine will always be your magazine. Peace!



Videogame wars

NED FROM THE PEN

Last night I was at Media Play (where I buy my monthly Game Players) and, as usual, I browse before I buy. Not that I don't trust that you guys are worth spending five bucks on, I just can't wait to read. Then I noticed the Donkey Kong Country preview in (some other mag) a month after your review. So I opened it up and saw such small, scrambled pictures that I thought it was 20 different scrambled picture contests. I, being a Game Players worshipper, took my pocket knife out and slashed their mag, then stomped on it. An employee saw me and called security. Call me a Game Players fanatic, but I did

what I had to do. I'm writing this from the Schenectady jail cell #14 armed only with your December issue. Let the others know of my story.

> Joe Loveland Schenectady, NY

CHRIS: God bless you, Joe. We've known for quite some time that our mag is the best, but some people still waste their hard-earned cash on those other rags. You can always count on Game Players to have the best info on the games you want to play. And after you've finished with the December issue, you can trade it for cigs or a shiv. We'll send you a cake with a file in it!

TEARS ON **OUR PILLOW**

I feel really guilty, and I have to get this off my chest. I recently bought another magazine other than Game Players. I was very disappointed. I now know that it's not the amount, but the quality that matters. I promise never to cheat on you again. Please take me back.

(no name given) Canada

You're right

about the game,

but you need to

chill out!

CHASS: You think you can just apologize and pretend it didn't happen? We had a good thing going and you ruined it. You really, really hurt us and I don't think that we can ever forgive you.

WHOPAYS THIS GUY?

With Donkey Kong Country and Ultra 64, Nintendo is going to blow away everyone this year, so watch out Sega. PLAY IT LOUD! P.S. I love to see gore.

> Mike Rial Poplar Grove, AR

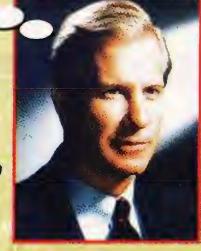
CHRIST Yes, Nintendo is going to be really hot this year, and yes, your last comment did frighten me.



You guys suck. Donkey Kong Country is the best video game ever made. Sonic & Knuckles deserves about 25%. Nintendo rules. Sega sucks. Give DKC a 100%, give Earthworm Jim 93%, and give Sonic & Knuckles a 25%. Ultra 64 and Virtual Boy will rule. Scott Hardy is a ***. Every Sega game ever made sucks. You guys and anyone who likes Sega should be executed. (no name given) Athens, GA

> As Big Cheese at Sega, it's my job to keep tabs on nut cases like you. Be very afraid.

CHRIS: Tsk, tsk... so full of hate. We encourage anyone who has something on their chest to voice their opinions here in Reader's Network, but there's no need to trash other guys who write in. How would you like it if all those



Sega fans out there wrote in to tell you what they think of your letter (hint, hint)?

WE GOT YOUR GOODS RIGHT HERE

Finally I have found a magazine that doesn't treat its readers like a bunch of eight year-olds. Not only do your reviewers use real names (unlike most of the other magazines), but your screen shots also seem clearer. What I want to know, though, is if Game Players has progressed into the information age with an internet e-mail address. One last thing -- I saw an ad for Next Generation in your magazine. Can you fill me in a bit more on this new magazine? I am hoping that this won't be like other magazines' attempts to cash in on their poor readers by putting out two issues a month. My subscription is running out on

my other gaming magazines and I will definitely get a subscription to one of yours, I just need to know which one.

Jerry Finelli Oakville, Ontario, Canada

CHEES: Don't worry

Jerry, NEXT isn't simply a re-hash

of Game Players. It's a news-heavy mag that focuses on the latest hardware and cutting-edge software from an industry perspective, but they leave the in-depth reviews and strategy to us. Issue three is on stands now, so give 'em a look. As for e-mail, stay tuned. In the meantime, you can call Jeff 'Lucky' Lundrigan at jfflucky@netcom.com. He answers all his mail. Really. You can trust us.

WRITE WHEN YOU FIND WORK

I'm writing to tell you how things have been going since I was published in your magazine in both the pen-pal and letters sections. I now have 20 pen-pals from Canada to Germany. At school people come up and ask if that was me in Game Players. One person had me autograph the magazine. It made me the English teacher's pet and I was on the front page of our school news paper. I was also quoted in our local paper for teenagers called *Insync*.

Thanks for making me a so-called local celebrity. P.S. Hi to Emily Rigelsky in Maryland. Write soon!

Jared Jones Richmond, VA

Keep up the good work, and thanks a lot for all the free publicity! We really appreciate it!

THE PEN PAL

Husband, wife and son Mortal Kombat team wants to trade hints and tips with male pen pals.

Chris Goins 518 Rista Dr. Etown, KY 42701

I'm a 24 year old video game die hard hobbiest who wants pen pals, connections, and overseas contacts.

J.C. Lowry 452 Lori Dr. Benicia, CA 94510

I'm a 20 year old female with a Game Gear, I would like to be pen pals with guys 20 and up.

Joanna Howard
USS Samuel Gompers
(AB-37)
Dental Department
FPO AP 96641-2515

I'm 13 years old. I would like a pen pal, male or female, to trade SNES tips, secrets and codes with.

> Travis Trussel 411 Jefferson Ave. Charlestown, WV 25414

I'm 13 and want to be pen pals with anybody who knows Genesis tips

Ed Dykshoorn RD2, Box 102 Goshen, NY 10929

I'm 13 and am looking for someone around my age to be pen pals with. I'm into science fiction.

Justin Banner 730 Red Brush Road Mt. Airy, NC 27030 I'm 12 and would like to get in touch with a Game Boy owner. Boy or girl. I'm a boy. Jody O'Neal

Jody O'Neal 1805 Timberline Rd. Muskegee, OK 74403

I am 10 1/2 years old. I would like a pen pal who likes all the *Sonic* games.

Breanne Newell 8044 Rose Hill Dr. Newburgh, IN 47630

I'd like to talk to anyone with a Genesis. I'm 10.

7390 Roper Tunnel Road Trussville, AL 35173

I'm looking for a pen pal. If I become a famous movie star or a terrorist, my letter will be worth a million bucks.

Michael Gallagher 5918 Parkforest Dr. Baton Rouge, LA 70816

Fear not! It's Super Pen Pal. I want to write to a girl who is 9 to 11 years old.

Tony Meyer 1647 Biemoret St. Green Bay, WI 54304

I'm looking for some one who likes to write and read.

Sara Dean 106 Colt Ct. Nashville TN 37221

I'd like to have a pen pal to share games and tips with.

Olmyemi Shobola P.O. Box 574 Oshodi Lagos, Nigeria West Africa



If you've got a suggestion or observation about videogaming, an answer for the Burning Question, ideas, tips or gripes, you've come

to the right place! Write to the following addresses:

For Game Ideas, write to:

Game Ideas:

Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

To get into the Pen Pal section, write to: Pen Pals;

Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

For general Network letters, write to:

Readers' Network;

Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

NEVER GONNA GET IT

I'm sick of hearing about there not being enough games for girls. Get real, people! If girls played games more, there'd be more females in games. And besides, honestly, have you ever heard of a female saving a male? Sure there's games like *Super Metroid*, which is really cool, but Samus is just out to save the Metroid Hatchling. So quit your yapping, girls. It's gonna be this way for a long time.

Jason Conner Harvest, AL

CHRIS: One word, Jason — celibacy. Get used to it.

Hi, Jason. You know, I wasn't out just to save the Metroid Hatchling. I was out to save the entire galaxy and I did. So the next time you decide to open your mouth and put your foot into it, try something new. Think about what you're going to say before you say it. Hey girls, write and let me know what you think of Jason and his attitude! That's the last time I save his ass!



THREE SQUARES A DAY

GAMEIDEA I have a real cool idea for a game — even the name is cool — Rocket Dogs. It would

be about this cannibalistic, masochistic clown. He would run around the city killing pedestrians (old ladies, little kids). Then you would collect their meat for your big barbecue at the end of the game. But that's not all. Occasionally you will see a mime. When you do, you kill it and take his blood for your fat vampire friend. If you collect enough blood for the fat vampire, you get sent to a special level where you do good deeds and get spanked by the fat vampire. In the end, you and your fat vampire friend sit back and enjoy a well deserved meal.

Josh Cottingham, Santa Paula, CA

pick up the phone. Ask the operator to give you the number for the local mental health institute. Call that number and turn yourself in. Wait calmly for the men in the white coats. They'll fit you for a canvas tuxedo and take you to a nice safe place with padded walls, where you'll get all the help you need. Then I think we'll all breathe a little easier.

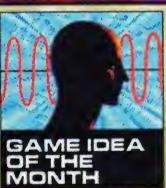
SHOP UNTIL YOU DROP

Let's play a game called Shopping Maul. First you must choose a level. There's 'Window Shopping' (Easy), 'Weekend Buyer' (Moderate), or 'Holiday Frenzy' (Hard). Or if you really got guts, you can try the 'Half Off, Buy One, Get One Free, Everything On Sale, Senior Citizen Discount, Grand Opening' level. Next, choose your player. You can be the Young Boy, Middle Aged Woman, or the 'Senior Citizen' (Very slow, but keeps a tight hold on the money). The object of the game is to purchase all 20 items on your shopping list in ten minutes. Some of the items can be found in more than one store, while others are limited to specialty stores. You have a limited amount of money, so you have to shop around, but you can earn extra money by taking unwanted items to the Returns desk or gain unlimited cash by finding the charge card hidden somewhere in the mall. While shopping, you must avoid many obstacles such as running kids, who bump into you, causing you to lose some items. There are also thieves and panhandlers who can take your money. There are salesmen who waste a lot of your time, wet floors, dead ends and mobs of people who get in your way. Throwing money in the fountain might bring you good luck, but don't get trampled by the crowd leaving the movie theater. When you buy the last item on your list, you have 60 seconds

to make your way to an exit, so you can get out before the mall closes. You then earn the title of 'Super Maul King' and win the Golden Shopping Cart Award.

Scott Hamilton, Tulsa, OK

BILL: One or two things come to mind after reading your game idea, Scott. One, you must have been dragged along on a Shopping Trip from Hell by your Mom, who has a fatal shopping compulsion, or two, you don't have a life and you waste all of your time hanging out at the Mall. Either of these conditions reveal that you have low self esteem.



WATCH OUT FOR THAT BRIDGE

My game is called Super Ted Kennedy. You are Ted Kennedy. You must go from

the Cheers bar in Boston to Capitol Hill. On your way you must collect beer for power ups and belch to kill off all of the Romney supporters. Some of the bosses would be Senator Dole, Ronald Reagan, George Bush and the ghost of JFK. Bonus levels would be to drive to the Kennedy compound without wrecking the limo. If you make it to Capitol Hill, you get to ruin the country, but if you lose, Senator Dole will make sure that the dentist will be the only one to Identify your body, and your wife gets a big life insurance check.

Nick Havens, Columbia Cross Roads, PA

we could also have a game called Super Ronald Reagan. In this exciting game, you get to dye your hair black, and forget a lot of stuff. You win when your wife runs the country with help from her friendly Ouija board.

He's a Winner!

Nick Havens wins a
Mystery Prize. Next month
we're offering another
Mystery Prize to the winner
so get your ideas in now
(and remember to include
the system you own).





and bad — they were the boysenberries in the hood.

Ivan Guerrero,

Chicago, IL

The strange,

finally drove

Mario to seek

psychiatric

help.

terrible dreams

It wasn't a

comet that

mosh pit that did 'em in!

destroyed the

dinosaurs, it was the prehistoric

Ryan Rueh,

lt was the

ever snapped a

Katie Thien,

Milwaukee, WI

bra strap.

last time that Bart

Aroma Park, IL

The autopsy found banana fragments in the deceased's stomache.



Josue Mercada

Lajas, P.R.

Mike Vary is the Big Cheese this month! Next month could be your shot at Frommage-dom! Send your art to:

Pushing The Envelope; 1350 Old Bayshore Highway: Suite 210: **Burlingame, CA 94010**

The ten best get real cheesy flavor! Please include your name, address, age and the type of gaming system you own on the back of your work. Every month, one lucky artist will receive a 'Mystery Prize'.

MARCH 1995

EDITOR Chris Slate

ART DIRECTOR
Mike Wilmoth

PRODUCTION EDITOR
Bill Donohue

Associate Editor

Jeff Lundrigan

ASSISTANT EDITORS

Doug Brumley • Mike Salmon

GRAPHIC ARTISTS
Eugene Wang
Anna Cobb

ASSOCIATE PUBLISHER Vince Matthews

Contributors

Vince DiMiceli • Darrell Sasagawa Karie Ward • Jon Gagnon

GP PUBLICATIONS, INC
EDITORIAL, ART, PRODUCTION, ADVERTISING
1350 Old Bayshore Highway;
Suite 210;
Burlingame; CA 94010
Phone: 415/696 1688
Fax: 415/696 1678

FOR ALL ADVERTISING ENQUIRIES, CALL

Gregory Bunch, Advertising Manager, Phone: 415/696 1688 Fax: 415/696 1678

PRODUCTION COORDINATOR
Ken Brandow

FOR ALL SUBSCRIPTION
ENOURIES, CALL
Michelle Schaiman,
Customer Services,
Tel: 415/696 1661

MARKETING OFFICES
300-A South Westgate Drive

300-A South Westgate Drive Greensboro, NC 27407 Phone: 910/852-6711 Fax: 910/632-1165

PUBLISHER

Jonathan Simpson-Bint

PRODUCTION DIRECTOR Irma Swain

Marketing Manager Kathleen Ingram

DIRECTOR OF CIRCULATION

Maryanne Napoli

NEWSSTAND MANAGER
Bruce Eldridge

Please send all advertising materials to:
Ken Brandow, Production Co-ordinator

All editorial materials should be sent to: Cap'n Chris Slate, Editor, Game Players Sega-Nintendo; 1350 Old Bayshore Highway; Suite 210; Burlingame; CA, 94010.

GP PUBLICATIONS, INC - CORPORATE

PRESIDENT

Chris Anderson

VP/OPERATIONS & CFO
Tom Valentino

Produced in the United States of America, Game Players Sega-Nintendo (ISSN-1059-2172) (USPS 006-037) is published monthly by GP Publications, Inc.; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA, 94010. Second-class postage paid in Burlingame, CA and additional mailing offices. Newsstand distribution is handled by Curtis Circulation Company. Subscriptions: one year (12 Issues) U.S. \$35.95. Canada: \$49.95. Canadian price includes postage and GST (GST #128220688). Outside the U.S. and Canada, add \$2 per Issue. POSTMASTER: Send address changes to Game Players, 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

Entire contents copyright 1994, GP Publications, Inc. All rights reserved. Reproduction in whole or in part without permission is strictly prohibited — GP Publications, Inc is not affiliated with the companies or products covered in *Game Players Sega-Nintendo*. All letters received are assumed to be for publication unless marked otherwise. We reserve the right to edit such letters for reasons of space or clarity, or because Chris, or Cap'n Slate,

because Chris, or Cap'n State, as he prefers to be called by his lowly minions, can't read his way out of a wet paper bag.



We'd be lying if we told you that there's nothing exciting going on around here. There's a bunch o' stuff happening here and now we're gonna tell you all about it! This should hold you over until next month!

AYE, AYE, CAP'N!



here. We don't have much time, the Cap'n's blackguards will be on us in a minute, so listen closely. When we first set sail with Cap'n Slate, we thought it would be all beer and skittles, but we were

wrong. The Old Man of the Sea has us swabbing the decks from morn until midnight. Then there's the watches we all have to stand, searching for the elusive Great White Hamster. The Cap'n just keeps stalking the deck on that peg leg of his, muttering 'Donkey Kong has a country, but my homeland has been devastated by Bomberman.' I tell you, matey, it's enough to make a grown man drink — but the Cap'n only likes soft drinks! We'll continue to sail with the Blackheart... after all, he does like Plucky Duck the best! Or was that Daffy Duck? We'll never know...

SEGRET

The last mission was a real tough one — several of our agents were trapped behind enemy lines and by now have probably paid for their selfless and by now have probably paid for their selfless arvice to the Earne Players cause with service to the Earne Players cause with service But desperate times warrant desperate neasures. We knew that valuable video ate measures. We knew that valuable video ate measures. We knew that valuable video that it was our duty to bring disseminated and that it was our duty to bring this priceless data to our loyal readers. So we sent the Strike Force, a dedicated team of seasoned professionals, into the Winter CES, to bring back the information that was printed for your eyes only in the issue you're now holding.

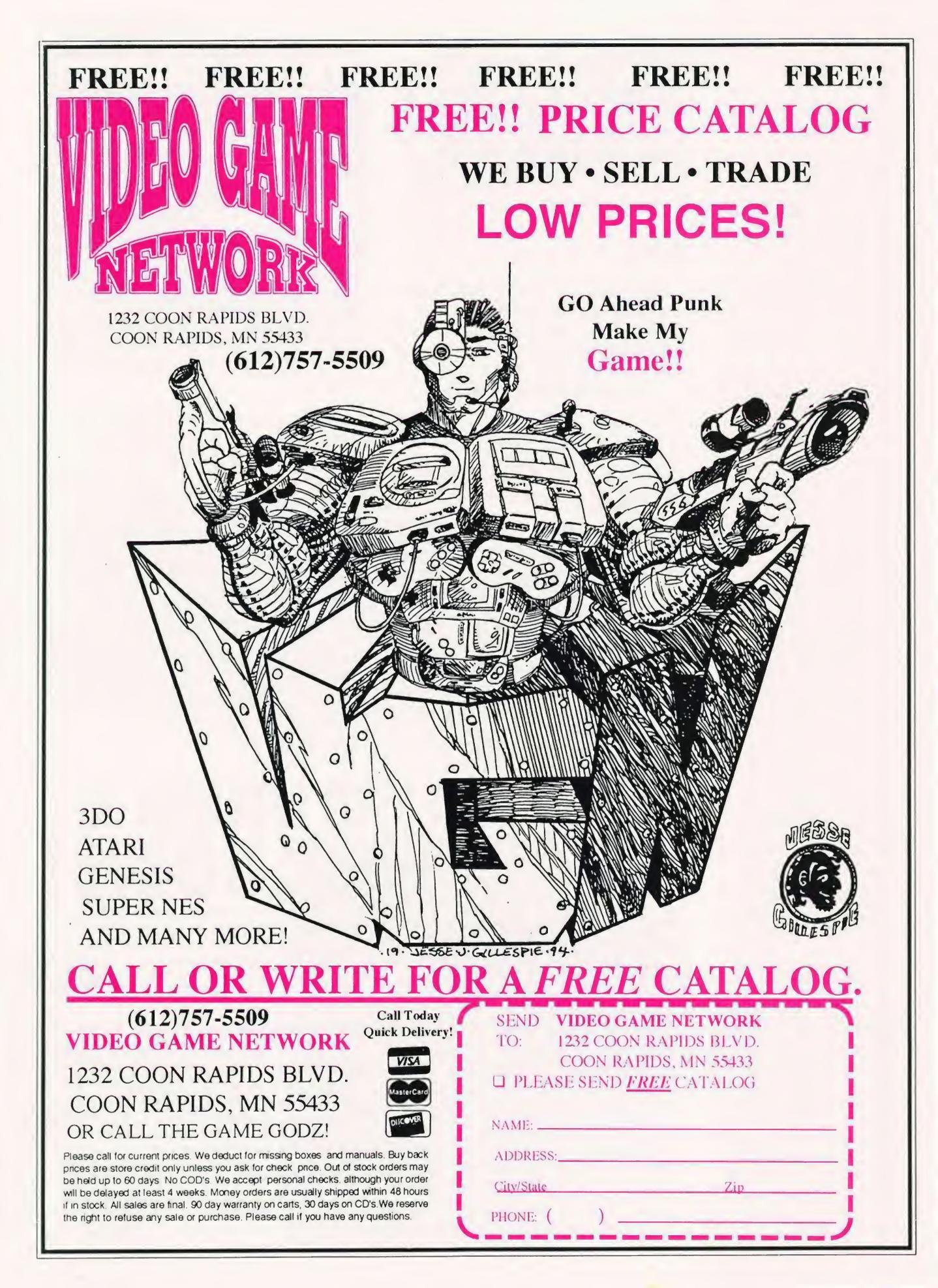
FENT

Next month, the finest brains in our Analysis section will be decoding, analyzing, and cracking all of the data we intercepted at the cracking all of the cracking all of the data we intercepted at the cracking all of the data we intercepted at the cracking all of the data we intercepted at the cracking all of the cracki

AND THE WINNER IS... WIN A GAME: BOOK! The winner of the First Official Game Play ers Spoiler Memorial Bomberman Tourna-

We've had breakfasts that looked better than this. And we're not proud of that fact. Here's the March Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to: March's Scrambled Mess, Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010. The first entry we pick out of the box on Friday, March 17th, wins. Remember to include the system you own. All the usual rules apply. The winner of our November Hard but Queasy Contest was Jonathan Ruiz-Lopez, of Coral Gables, FL. He correctly identified the scrambled picture as a screen shot from The Lion King. His prize will be hitting the sunny beaches soon.

The winner of the First Official Game Playment (whew!) is none other than Cap'n Chris Slate, who defeated all comers to win the crown. (Actually, we let him win.) The Tournament is named after Mark Higham, our last Editor, who couldn't play Super Bomberman very well at all. He used to ruin other players' chances at winning with suicide attacks, so we called him the Spoiler. We don't know when the next tournament will be, but, you'll know the winner as soon as it happens. (We'll probawin again, though.)





'GENESIS 32X SYSTEM' Genesis 32X will turn your existing Genesis & Sega CD into state-of-the-art machines! Features crisper & smoother video footage that have never been seen at home. \$159



SHOWDOWN' is shredding its way into your liv-

ing room! This huge hit will be lighting up Sega CD's with a mix of Samurai legends, awesome graphics and fast and furious swordplay-including blinding "special moves." CD \$48



'PHANTASY STAR IV' Horrifying biomonsters have once again cursed the Motavian landscapes. Discover the dreaded Dark Forces behind them. Offers dramatic battle sequences with fully animated characters and backgrounds. \$82

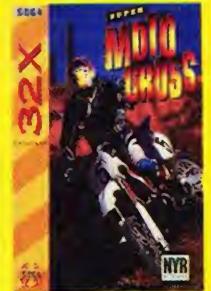


'JAGUAR SYSTEM' The new Jaguar interactive multimedia system has 64 bits of power. Offers 16 million colors, breakneck speeds, cat-like control and movie-like special effects. \$249





'CLAY FIGHTER 2: JUDGEMENT CLAY' Is it a meltdown for Mr. Frosty or hasta la vista, Bunny? Offers over twice the clay animation, 6 tournament types and faster gameplay!



SUPER MOTOR-CROSS' has all the elements of the real thing: dust in your eyes, the mud in your hair. You may even find yourself crashing into a heap. Features 15 spine-jarring courses, 3 classes of motorcycles and 2 perspectives. **SEGA 32X \$52**

GENESIS HARDWARE

6 Buton Arade Powr Stk \$39 6 Button Control Pad Aura Interactor \$79 F-16 Wireless Cntrl Pad \$39 Fighter Stick \$29 Game Gun SEGA CD \$36 Gen CD Bkup RAM Crt \$49 Gen CDX Gen RF Unit for Gen 2 \$19 Genesis System 2 core \$99 Gen System/Lion King \$139 Megafire Control Pad \$16 Mega Mouse \$34 Remote Arcade System \$36 SG Pro Pad 2 \$19

GEN ADVENTURE

\$52

3 Ninjas Kick/Hk CD

\$46 Adv Batmn & Robn CD Alien Trilogy CD \$52 Batman & Robin \$52 Beavis & Butt-Head \$54 BlackThorne \$49 Boogerman MA-13 \$49 **Bubsy 2 GA** Corpse Killer CD MA-13 \$52 Dark Seed CD MA-13 \$52 Dashing Desparados Death of Superman \$52 Demolition Man \$56 Demolition Man CD \$54 \$34 Dracula Unishd CD Drgn Lair 2:Tm Wrp CD \$52 Dragons Lair CD \$39 Dynamite Headdy GA \$49 EarthWorm Jim GA \$66 Ecco Diphin:Tds Tm GA \$52 Fahrenheit CD \$52 Flashback CD \$46 GODS \$19 Incredible Hulk GA \$54 Iron Helix CD GA \$49 Jungle Book GA \$56 Jurassic Park Rampage \$49 Lawnmower Man \$49 Lion King GA \$64 Loadstar CD \$49 Mad Dog McCree CD \$49 \$58 Mickey Manla GA Myst CD \$46 Pitfall GA \$61 Power Rangers GA \$50 Power Rangers CD \$46 \$26 Rolling Thunder 3 Scooby Doo \$52 Shdw of the Beast 2 CD \$52 Snatcher CD Sonic Hedgehog 4:GA \$59 \$52 Space Ace CD Spdrmn&Ven Max Carn \$56 Star Trek Next Gen GA \$49 Star Trek: Deep Space 9 \$56 Star Trek: Starfleet Acad \$46 StarGate Sylvester & Tweety GA \$54 T2Judgement Day \$29 The Punisher MA-13 \$56 \$54 The Tick Warlock \$52 Who Sht Johny Rck CD \$49 X MEN 2:Clone Wars \$52

GEN KICK & PUNCH

Brutal GA	\$52
Clayfighter	\$52
Dragon Bruce Lee Stry	\$58
Eternal Champions CD	\$46
Fatal Fury CD	\$48
Justice League	\$58
King of the Monsters 2	\$49
Mazin Saga	\$26
Mortal Kombat 2 MA-17	\$62
Mortal Kombat CD	\$19
Power Instinct	\$54
Rise of the Robots	\$54
Rise of the Robots CD	\$48
Samurai Showdown	\$58
Samurai Showdown CD	\$48
Shaq-Fu MA-13	\$59
Supreme Warrior CD	\$52
World Heroes 2	\$56

GEN ROLE PLAYING

\$49
\$54
\$43
\$44
\$42
\$59
\$56
\$59
\$62
\$82
\$49
\$66
\$46
\$48

GEN SHOOTERS

AX 101 CD	\$44
Contra Hard Corps	\$49
Crime Patrol CD	\$49
Exo Squad	\$52
Lethl Enfrcrs 2:Gn Fghtr	\$56
Lthl Enfrcrs 2:Gn Ftr CD	\$44
Mad Dog McCree 2 CD	\$49
Mega Turrican	\$29
Rbl Aslt:Str Wrs 3D CD	\$39
Red Zone MA-13	\$49
Soul Star CD	\$42
Star Blade CD GA	\$44
Subterrania GA	\$39
Surgical Strike CD	\$52
Total Camage CD	\$52
Urban Strike MA-13	\$52
Zero Tolerance	\$52

GEN SIMULATIONS

Al Unser Jr Racing	\$46
Battle Corps CD MA-13	\$44
Daytona USA	\$79
ESPN SpeedWorld GA	\$58
Ground 0 Texas CD	\$54
Knights of the Sky	\$52
Megarace CD	\$44
Midnight Raiders CD	\$52
Road Rash 3	\$52
SeaQuest DSV	\$56
Skitchin'	\$19
Virtual Racing	\$69

GEN STRATEGY

Aero Biz Supersonic	\$5
Animaniacs GA	\$4
BrainDead 13 CD	\$4
Dune CD GA	\$4
General Chaos	\$2
Genghis Khan 2	\$5
Jeopardy CD	\$4
Lemmings 2:The Tribes	\$5
NFL Trivia CD GA	\$4
Pac Attack	\$4
Pac Man 2	\$5
Panic! CD MA-17	\$4
Risk GA	\$4
Trivial Pursuit CD	\$4
Wheel of Fortune CD	\$5

GEN SPORTS

	_
Bass Masters Classic	\$49
Bill Walsh Col Fiball 95	\$54
ESPN Football CD GA	\$58
ESPN NBA Hngtime CD	\$58
FIFA Intrnatni Soccer 95	\$54
Links Pro Golf CD	\$56
Madden Football 95 GA	\$56
NBA Live 95	\$56
NFL Football 95 GA	\$54
NHL All Star Hockey GA	\$54
NHL Hockey 95 GA	\$54
PGA Tour III GA	\$54
Rugby World Cup 95	\$52
Slam City CD	\$52
Slam Masters MA-13	\$54
TNN Bass Tournament	\$49
Tecmo Hockey GA	\$56
Tecmo Super Bowl 2	\$56
Unnecessry Roughnes	\$52
WWF:Raw	\$59

SEGA MARS 32X

After Burner	\$46
Alien Trilogy	\$62
Chaetix S 32X	\$58
Clayfighter 2:Jdgmnt Cly	\$59
College Basketball	\$62
College Football	\$59
Corpse Killer CD	\$58
Cosmic Carnage	\$59
CyberBrawl	\$59
Doom	\$59
Fahrenheit CD	\$52
Flying Aces CD	\$52
	\$139
Golf Mag 36 Grist Hies	\$62
Metal Head S	\$59
Midnight Raiders CD	\$56
Mortal Kombat 2	\$66
Motocross Chmpnship	\$52
NBA Jam Trmmnt Ed	\$62
NFL Quarterback Club	\$59
Night Trap	\$59
Power Rangers CD	\$52
Slam City	\$59
Star Wars Arcade	\$52
Stellar Assault S	\$59
Super Space Harrier	\$39
Supreme Warrior	\$59
Surgical Strike CD	\$52
Tomcat Alley CD	\$59

Virtua Racing Dlx GA

\$59

SNES HARDWARE

Game Genle	S4
Lthl Enfrors Gun	\$1
Power Plug	\$3
Pro Pad programmable	\$1
Super Link 5 Player	\$2
Super Multitap	\$3
Spr Nntrido Sy spr set	\$14
Supr Nin System	\$10

SNES ADVENTURE

Addams Family Values \$56

Adv Btmn Rbin:Animtd

MAL DELLEGISTING	200
Akira	\$59
Beavis & Butt-Head	\$54
Biker Mice from Mars	\$52
BlackThorne	\$52
Bubsy 2	\$54
Castle Wolfenstein 3D	\$52
Death of Superman	\$59
Demon's Crest	\$59
Donkey Kong Country	\$64
EarthWorm Jim	\$66
Flintstones Movie	\$56
Frankenstein	\$49
Incredible Hulk	\$54
Indiana Jones Grist Adv	\$62
Itchy & Scratchy	\$52
Jurassic Park 2 Chaos	\$56
Lion King	\$64
Mega Man X	\$39
Mega Man X 2	\$59
Michael Jordan: Chaos	\$54
Mickey Mania	\$58
Pitfall	\$61
Pocky & Rocky 2	\$52
Power Rangers	\$62
Ren & Stimpy Show 2:	\$56
SeaQuest DSV	\$59
Speedy Gonzales	\$52
Spdrmn & Vnm:Mx Carn	
Star Trek Next Gen	\$56
Star Trek:Deep Space 9	\$56
Steven Seagal	\$54
Stone Protectors	\$56
Super Adv Island 2	\$58
Super Godzilla	\$54
Super Return of the Jedi	
Tales of Spike McFang	\$54
The Mask	\$59
Virtual Bart	\$49
X MEN	\$59
Marian Madia	CCC

SNES SHOOTERS

\$56

Young Merlin

	_
Exo Squad	\$52
Fire Striker	\$52
Fire Team Rogue	\$56
Galactic Delenders	\$56
Lethal Enforcers w/gun	\$64
Metal Morphin	\$49
Operation Thunderbolt	\$54
Super Metroid	\$56
Super R-Type 3	\$56
Super Sonic Blastman 2	\$56
Super Turrican 2	\$52
Tin Star	\$48
View Point	\$54
Vortex	\$56
Wild Guns	\$54

SNES KICK & PUNCH

	_
Battle Blaze	\$29
Clayfightr 2:Jdgmnt Clay	\$58
Drgn: Bruce Lee Stery	\$58
Fatal Fury Special	\$62
Fighters History	\$56
Mortal Kombat 2	\$66
Ranma 1/2 2: Mrtial Arts	\$59
Rise of the Robots	\$62
Samural Showdown	\$59
Shaq-Fu	\$59
Super Street Fighter 2	\$66
Survival Arts	\$56
WCW Super Brawl	\$52
Wivrine:Admntium Rage	\$62
World Heroes 2	\$56

SNES ROLE PLA	YING
Battletech	\$59
Brain Lord	\$56
Breath of Fire	\$59
Dragon Warrior 5	\$66
Final Fantasy 3	\$66
First Queen	\$56
Illusion of Gaia	\$64
Lord of the Rings	\$54
Lufia 2	\$59
Might & Magic 3	\$59
New Horizons	\$62
Obitus	\$58
Runes of Virtue	\$49
Ultima 7:Black Gate	\$59
Warrior of Rome 3	\$52
Wizardry 5	\$32
SNES SIMULATION	ONS
Aero Fighters	\$52

S

	_
Aero Fighters	\$52
Air Strike Patrol	\$56
Carrier Aces	\$52
ESPN SpeedWorld	\$58
Full Throttle Racing	\$56
Mchl Andrti Indy Cr Rog	\$59
Nigl Mnsll Indy Car Rcg	\$59
Speed Racer	\$49
Star Trek:Starfleet Acad	\$52
Street Racer	\$56
Super Battle Tank 2	\$29
Top Gear 3000	\$56
Turn & Burn:No Fly Zne	\$52
UniRacers	\$48
Wild Trax (Stunt Racer)	\$52
World Champ Rally	\$52

SNES STRATEGY

Aero Biz Supersonic	\$56
Animaniacs	\$54
Civilization	\$56
Genghis Khan 2	\$56
Lemmings 2:The Tribes	\$56
Lord of Darkness	\$56
Metal Marines	\$59
Nobunaga's Ambition	\$46
Operation Europe	\$62
Pac Man 2	\$52
Risk	\$52
Romance 3 Kingdoms 3	\$59
Super Bomberman 2	\$52
Super Tetris	\$49

SNES SPORTS

SNES SPONTS	
Bass Masters Classic	\$59
Bill Walsh College Ftball	\$39
ESPN Football	\$58
FIFA Intritional Soccer	\$52
coney Tunes B-Ball	\$59
Madden Football 95	\$56
NBA Live 95	\$59
NFL Quarterback Club	\$66
NHL Hockey 95	\$54
Super Punch Out	\$56
Tecmo Baseball	\$56
Tecmo Super Bowl 2	\$59
MWF:Raw	\$66

JAGUAR

\$249
\$56
\$39
\$59
\$52
\$39
\$59
\$52

3D0

3DO System	\$399
11th Hour	\$59
Corpse Killer	\$52
Cyberia	\$46
Doom	\$56
FIFA Intritional Soccer	\$52
GEX	\$52
Need for Speed	\$52
Off World Interceptor	\$52
Star Control 2	\$52
Way of the Warrior	\$52

NEO GEO

Aero Fighters 2	\$169
Agressors of Drk Kmbt	\$169
Kamovs Revenge	\$169
King of Fighters 94	\$199
Spr Sdkicks Soccer 2	\$199
Top Hunter	\$169
World Heroes 2 Jet	\$199

GAME GEAR

GG Sys Lion King	\$129
Beavis & Butt-Head	\$34
Jungle Strike	\$36
NBA Jam Tourn Ed	\$38
NHL 95	\$36
Shining Force 2 Hajya	\$42
X MEN 2:G Mstrs Lgcy	\$38

CDI

th Guest Digital Video	\$52
Axis & Allies	\$44
Burn Cycle	\$46
200 Magnavox Player	\$359
220 Phillips Player	\$399
Orgs Lair 2:Tm Wrp Vid	\$44
Mad Dog McCree Vid	\$52

802-767-3033

Fax 802-767-3382

Source 10219

Overnight Shipping in US \$4 per order Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per ship-Hardware ment, orders may require additional shipping charges.

MC Visa, Discover accepted, Checks held 4 weeks. Money Orders under \$200 same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change, All sales final. Call for details:

GPLAY 395

"He used to be such a good boy."

Kirby's back with a couple of real brutes for Super NES®

Sad. One day you're cute 'n cuddly. The next, you're burying. your opponents and spitting on your enemies. Who's to

ing? One too many sitcoms? Either way, the mutant marshmallow is

80 LICE DEPT blame? Bad parent-K8746094

> now on 16-bit in two games. So prepare to be toasted. Kirby's Avalanche™: The chainreaction puzzle game where saving your skin

means burying your opponent in boulders.



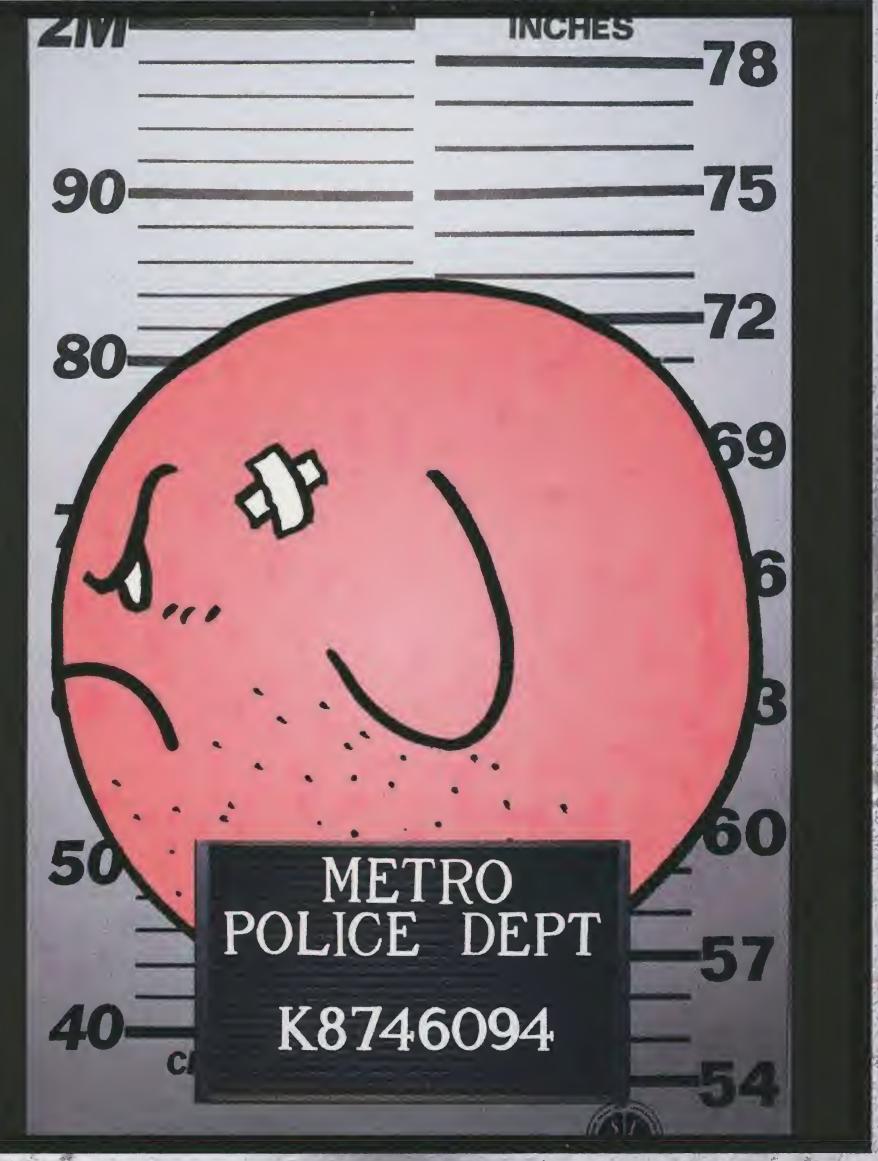
Connect blobs on your side, then watch your bud get buried.

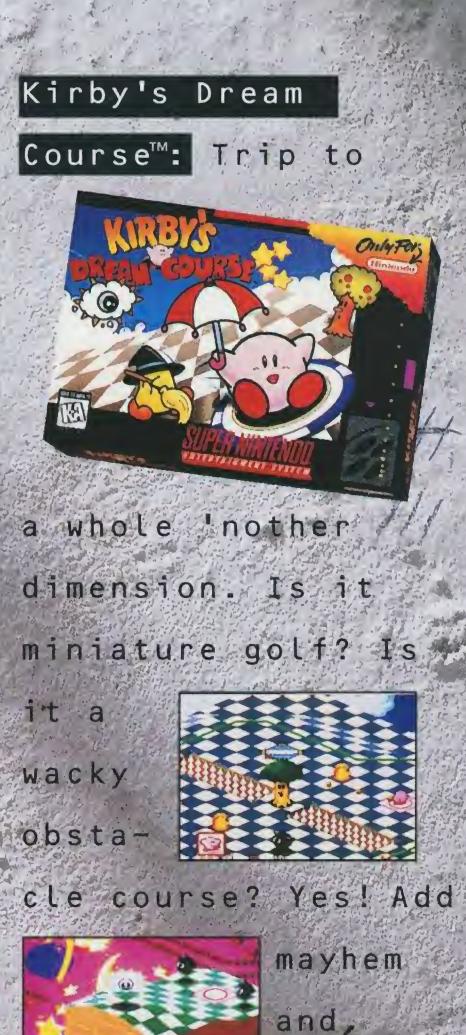
Then facing some of the nastiest

names in the business-like Waddle Dee and Squishy.



(OK, so "The Mangler" and "Scarface" they ain't.)





3-D landscapes with

Hey look, 3-D without the — eight

"Voila!"

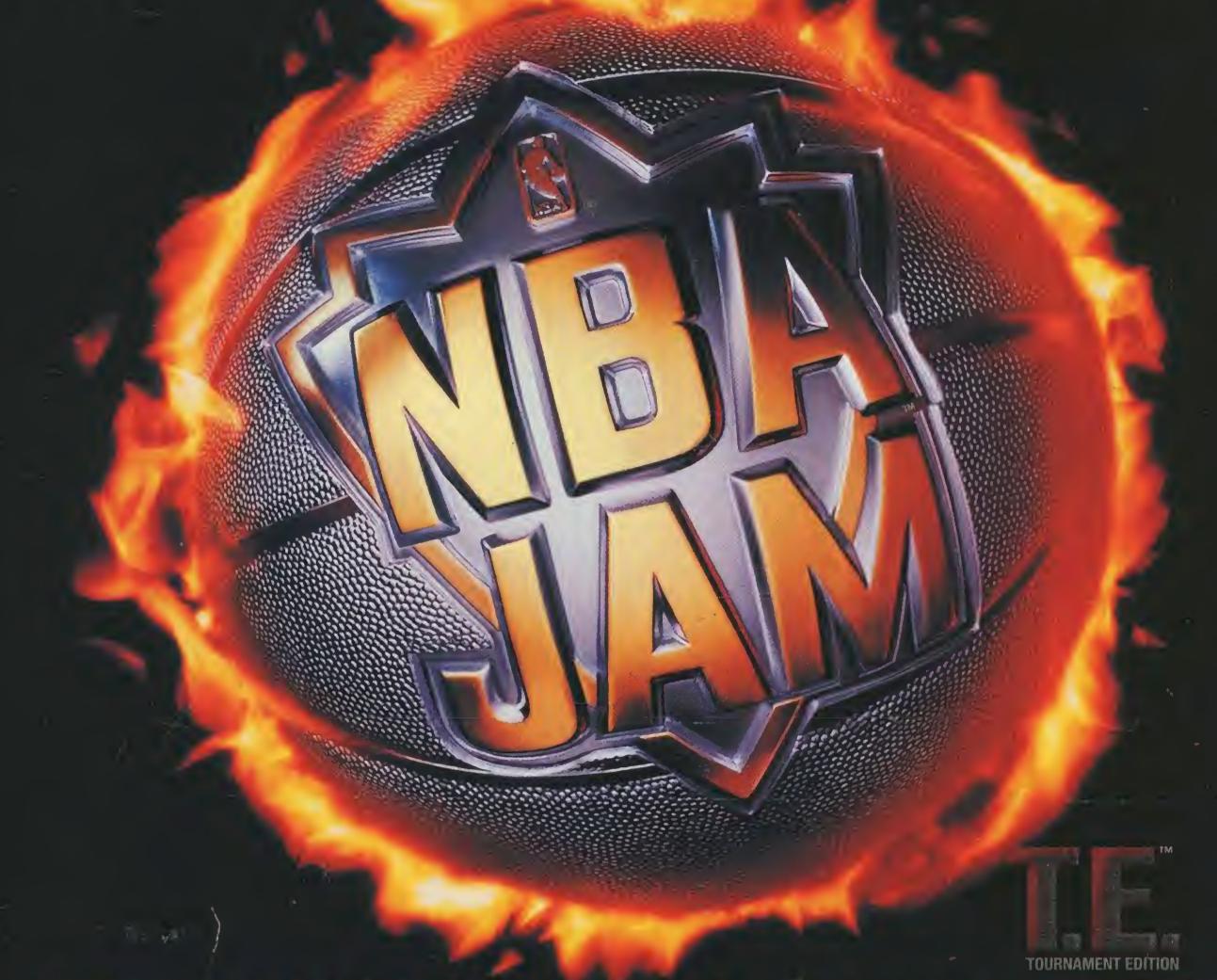
eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

Yes, His Flabbiness is back in two new games for SNES.

And this time he's here to separate the men from the cream puffs.



NOW YOU'RE ON FIRE!





SHOOT FROM THE HOT SPOT



SAME TEAM MATCH-UPS



SUPER SLAM DUNKS



OVER 100 NBA® SUPERSTARS



SUBSTITUTIONS AFTER EVERY QUARTER



IIKOC PIPPE



BOGUES JOHNSON



AJERLE MANNI



YTON K



TARKS



HORPE OLAJUWON

JAMDAY '95 FEB. 23



SUPER NINTENDO



GAME GEAR



The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used in whole or in part without the prior written consent of NBA Properties/ Inc. 1994 NBA Properties, Inc. All rights reserved. Sub-licensed from Midway. Manufacturing Company. All rights reserved. Nintendo Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. 1991 Nintendo of America Inc. Segá. Genesis and Game Gear are trademarks of Segá Enterprises. Ltd. Acclaim is a division of Acclaim Entertainment. Inc. 8. 1994 Acclaim Entertainment. Inc. All rights reserved.

MIDWAY

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

